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# COMMODORE USER

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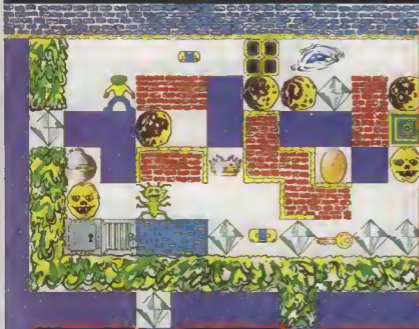
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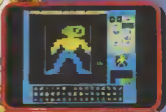
# REPTON 3

THE ULTIMATE CHALLENGE

# 3



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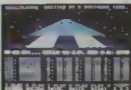
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Screen Star  
Bridgehead

# 4 Massive elite

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## HIT PAK

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# Letters

## 2CV Harrier

● In answer to your question in Buzz in the October issue of Commodore User as to how the buffering effect demonstrated by Space Harrier could be achieved on the C64 it's easy.

Just link your 64 to the battery of a Car8en 2CV and play the game whilst someone drives you along.

Does Mike in Pagan know the address of Jim Marshall's two James featured in Not Shave In Two Days page? It is to find the place to have them to go.

D. Walker,  
Bury St Edmunds, Suffolk  
Sorry, confidential sources info. I never disclose my sources. MP.

## Letter from Oz

● Giddy! I have been reading your mag since I got my 64 last Christmas and I reckon it's pretty cool, but I've a few suggestions that might improve your magazine.

First of all, you could have more complex listings instead of the basic games you have. For example, Your Commodore had a listing of a 3rd Editor, which can be very handy for programmers using graphics, in their August issue (Ivan - Ed).

Secondly, I think having more colour screen shots of games would be excellent, and then they would be able to have a good look at what the program looks like.

And thirdly, all your competitions are closed by the time us Aussies get the magazine as it takes six weeks for us to get it. It would be much better if your competitions ran a lot longer so Aussies can enter them.

P.S. Good luck at the America Cup and the Ashes, you Poms will need it.

P.P.S. My folks said you wouldn't print this letter because of the last P.S. I added so could you please prove them wrong.

Darryn Wilson,  
Perth, W. Australia  
We don't really want you Aussies to win anything, let alone the Ashes, that's why we close our competitions so early.

## Plus/4 queries

● Having recently read of three chart hits on the 64 (from your brilliant magazine) becoming available on the Plus/4, I have some questions willing to be answered.

Does this mean a new beginning for the Plus/4? Will the software packages come out in force? Might I still appear on the Plus/4. Will all games follow the lead of 'Ace', 'Mercenary' and 'Saboteur'! Or will the Plus/4 just fade away after these conversations?

I am a Plus/4 owner who is hoping to soon upgrade to a 128. I want to know, will I need to

Keep up the good at CU  
Dedon McGarry,  
C/o Mayo, Eire.  
In order, no, no, no, yes, yes, Allright!

## Where's Jim?

● May I congratulate you on August's edition of Uncle Jim's Commodore Club (Way of the Exploding Fish) it had me roaring with laughter. I agree with Martin Wood's letter in October about knighting Uncle Jim. Yesterday I went and bought Commodore expecting another hilarious Uncle Jim page but alas! 'Aack!' I buy the mag and find no Uncle Jim! Bring him back please.

Two weeks ago I fell ill. I didn't realise I was ill until I found I had bought Zzap 64. When I recovered from my illness I read a few pages of Zzap and found its way into the accelerator.

I've only been buying CU for five months and in that time have bought twenty games. The reason for that boost in software buying is

due to G-Force. They are brilliant. Why is it that whenever people write in to complain about software prices they always blame US Gold? True software is expensive but why must everyone always blame the aforementioned company. I'm sure people know that there are hundreds of software that charge £9.95 etc.

Please could we have another load of Computer Magic. By the way, on Supercycle how do you get on the high score table  
Matthew Spry,  
Northumberland  
Get a high score

## Euge spiked!

● I have been buying the CU for a few months now and think it's brilliant.

In the August edition Eugene Lacey stated that "The computer was untestable" for Bump, Set Spike. However, after about three hours play I beat the computer 15-12. So boo and snub to Mr Lacey  
Andrew Humphrey,  
Malvern, Worcs.  
My sister did as well  
It comes as no surprise to us.

## Barry Norman writes

● After reading the October issue of Commodore User for the first time I felt I had to write and complain about your disgusting efforts in trying to produce a

computer magazine.

Firstly, you can tell Eugene Lacey that in future if he wants to make snide comments about films then perhaps he should find proper bass before letting his pen scratch the first thing that comes into his brain on paper.

The review I'm referring to is Eugene Lacey's review of Alleykat. Who would be so stupid as to try and compare a sprite explosion to a group of films, also the way he describes "the bit" in the computer game as reminding him of one of those ham actors in those spaghetti westerns who'd roll around for ages before expiring, gives you the impression that he couldn't tell you who "those" actors were. "One of those films" Notice how many times the word "those" crops up (twice in five words so be exact).

Believe me I was amazed when Eugene Lacey didn't use his expert film opinion in reviewing "Powerray". I expected him to compare this with "Clash of the Titans".

Also how could you let someone like Ken McMahon review The Art of Kung Fu if he can't tell the difference between Ninja and pole!  
Mark Corr,  
Norwich  
Name me one extra in 'Fistful of Dollars', 'High Plains Drifter' or any other spaghetti western? Didn't think you could...

## Music fan

● I am very interested in music and the use of computers in music and was amazed at the quality of the music that can be produced on the Commodore 64.

Unfortunately, I missed January's issue of CU so I missed the Hear 17 flexi-disc.

I enjoy listening to the music on games which is quite impressive, and I have compiled a top 5 of the best tunes stated under their games titles.

I, Roman Race

Our letters bag is bulging with your comments, criticisms, queries and praise currently so we're expanding our letters page. Every letter printed gets a coveted Commodore User T-shirt, but we've added an extra incentive - the chance of winning a chart-topping game for the star letter of the month. So get your pen and paper out and write in to:

Letters, Commodore User, Priory Court,  
30-32 Farringdon Lane, London EC1R 3AU.

# Letters

- 2. The Master of Magic
- 3. Action Biker
- 4. Daley Thompson's Decathlon
- 5. Way of the Exploding Fist

The most terrible tune I've heard is the lullaby from Master of Magic's 'Z'. Apart from being out of tune, it's jerky and would't be a joyride to sleep to, not even the members of the House of Lords!

I have to say that the most pleasant and soothing music is definitely the background music from Way of the Exploding Fist. Turn off those terrible sound effects and relax.

This tune should have been put on 'Z' instead. I'm almost fast asleep by the time I reach 3rd Dan! I don't think the game is boring or anything. On the contrary, it is one of the best games I've played, definitely worth the £7.95 I paid for it.

To comment on Maron Wood's letter in October's CU, ZX81's are not 'NAFF' as you put it, they were the foundation of today's computers.

In years to come, the Amiga will probably be on someone's 'Naff' list. I'm sorry but I get a bit emotional over the ZX81 - I'm not a Sinclair sympathiser. Oh no, Sinclair is dead and buried and all the better for it. Just let the ZX81 rest in peace. That's all I ask.

Thanks for a really great mag, looking forward to next month's CU already and I haven't finished reading this month's yet!

Lee Woolford,  
Honor Park,  
London E15

## Young at heart

Well I feel I must write in response to Headmasters Report (Robin Carmichael) Oct. issue. Who the hell does he think he is? Does he really think we all should read magazines similar in content to Your Commodore and CCP? I personally (which it all boils down

to) enjoy reading CU and others besides and to see it change to suit one particular type of computer user would be totally unfair to the majority. I have been reading both old and new versions of Commodore User and can clearly see the improvement.

Just to put my opinion to paper about Your Commodore, they must be getting hard up for readers if they have got to entice you with free games. Also about target readership - this must be where Robin is totally wrong. I am not between the age of 12-20, but 30 years old and can only take this as a compliment from him in knocking at least 10 years off my age.

And finally to finish, all I have to say, to Robin is "each to their own taste and if you don't like a magazine, don't buy it. If the magazine is not any good it won't be long before it goes out of business.

As for your subscription the only advice I can give is tell CU to send the remaining issues to me where they will gladly be received (including the free T-shirt) T. Saxon, Swindon, **Commodore User is for children of all ages. P.S. The Ed is twenty-eight.**

## Easy peasy

I am a C16 owner and avid CU reader but I am disappointed with software houses for giving games to you weeks late, or advertising games for months before release, eg Ghosts 'n Goblins and for failing to give us decent and tough games. Commodore took me one hour, Speed Kick two days of light playing and I can get to Club on Ye Ar Kung Fu. I'd like to see versions decent ones, of the following games: Pole Position, Green Beret, Gundam, Fist, Super Cycle, Thrust, Marble Madness and Knight Games to name a few, so please, please, US Gold, English, Ariola, Hewson, Firebird and Imagine have a go

Antco get Udo Gertz or a couple of clones, the man is ultimately, brilliantly, mega fab James Bunt, Truro, Cornwall  
**Software houses have to advertise in advance of release. That's the whole idea of an advert. As for late games, not everybody's schedule coincides with ours.**

## Letters formula

I think a certain pattern has emerged in those letters on pages 5-7. They fall (most of them) into one of four categories



● Those who try to wind some kind of prize as the worse boot-licker of the month. Typical words "Brill", "Fab" Why don't you at CU send the worse letter each month a dirty mini-boot to press on!

● The kind of person saying "The mag is becoming worse and worse every issue". And they continue: "From now on Zzap is going to be my thing".

● The sex fanatics. The group of people who want to tell the world about their ins and outs. Typical words IN, OUT, SAM FOX! (I beg your pardon? Ed.)

● The "how-could-you-do-this-to-my-favourite-game-kind-of-a-review". Doesn't anyone understand that the G-Force are semi-professional gamers (they are quite good at reviewing, thereby semi-pro). They can compare games to today's market, because every game worth mentioning is played by someone at the CU office (Am I right)? This is a point many readers miss, since they compare their latest buy with the last one and not the

other games in the store

● Stop complaining about Mike & Uncle Jim. These pages don't contain much important information, but if you complain about them or even skip them while reading, then you are most Anti-Cleese; (you are proved to be chemically free of humour) Why can't you at CU send John Cleese and old Vic and let him write something?

I love the new Play To Win section and although I'm not an adventure fan, I have a suggestion of how to make the readers share their wisdom. Anyone who sends a complete solving of an adventure, would win a T-shirt with the text "Licensed Adventure Solver by Commodore User". After a couple of dozen T-shirts, your Valley Rescue would have a vast library of solved adventure to use as a knowledge source for "the Valley's helping hand". Quite bright, don't you think?

And please no more phone in competitions. A phoney call to England would cost me as much as the phone you had as a prize.

O.K. No more complaining. I wish you good luck. I will be a subscriber no matter what  
Pontus Lindberg,  
Verberod, Sweden

## Wally writes

I have been reading your magazine for the past year and I have noticed a considerable downhill slide in the quality of the reviews (here we go - Ed.). A year ago they probably were among the best around. Now they are boring, stupid and pointless.

This decline seems to have started with the introduction of the "G-Force" reviewing team, who do not seem to be interested in computer games at all. A case in point: In the September issue Indis Alpha, the latest and best from the most famous programmer around, got a tiny black-and-white paragraph.

The Screen Star, with a massive full-colour review, was a re-release on a minority computer of an old game that wasn't very playable when it was first published. This much, I could take. But not your review of Alleycat in the October issue. I wouldn't mind your slugging it off if you gave good reasons, but you don't. You called the option system "highly tedious" - it was only about 10 seconds to go through. You said the graphics

were'n' as good as those of *Undum* or *Paradise*. That ain't saying very much. You said that "you need to be able to take out nasties with your eyes closed to have a chance". Perhaps this offers a clue as to why you gave it a bad review — you were angry because you were no good at it. Anyway, this sort of thing is typical of your magazine these days. Other faults are the listings (get rid of them — they're a waste of space), Uncle Jim's Club and Hotshots (about which I agree with Robin Carmichael).

Why do I buy *Commodore User*, then? For the excellent *Play To Win* section, the adventure section (particularly the Valley Rescue Service) and the very interesting US Hotline. Keep up the good work! (Cheers! — Ed.)  
Russell Wallace,  
Dunstable, Co. Dublin.  
**Space is always a problem in issues and is often dictated by when we receive the game. We had more than one screen star in that issue — if you read it properly you'd notice that. I take it you refer to *Winter Events*, a review many of our C16 and Plus/4 readers were more than grateful for. I've forwarded your name and address to C16 user groups around the country. I think they might wish to take up your 'minority' computer comment.**

## Whinge

I write to you to complain about your magazine *Commodore User*. Having been a subscriber since the early days of 'Vic Computing' way back in April 1982 I have watched your paper decline month by month until now when I feel I must at least tell you what I think. I consider that the current edition 'October 1986' is little better than a child's comic and little better than 'Beano' which I used to read many years ago. (What's wrong with the *Beano*? — Ed.)

Last month *Commodore User* was so bad that I decided to purchase some of your rival 'Computer' magazines and realized what I have been missing and what some seriously minded journalists are able to produce (Boredom, sleep etc. — Ed.)

I also looked out my old 'Vic Computing' and I could clearly see how the magazine has degenerated. I will however grant you that it

would appear from a number of your readers letters how brilliant they think your comic (sorry — paper) is and therefore I must assume that I am now in the minority and therefore (no doubt like most C64 users who want more than a games machine), I will look for my serious reading elsewhere and leave your comic to those who have not developed beyond games and comic strips.



You will no doubt have realised by now that I will not be renewing my subscription when it falls due in the VE Fair.

Shrewsbury, Salop  
**What's wrong with comics!  
Subscribe to Swamp Thing.**

## Mistakes

First of all I would like to congratulate you on publishing such an excellent mag, and to thank you for, 2 months running, printing a full colour screen star review, namely *Winter Events* and *Monty on the Run*. They were fabulous. Thanks to your mag, us C16 owners are not left out in the cold.

My main reason for writing is to complain about some 'cheats' printed in October's *Play To Win*. They were for the C16 games *Manc Miner* and *Tutu's Fruits*. The MM cheat was supposedly meant to give you 255 lives and *Tutu's Fruits* infinite lives.

The *Tutu's Fruits* cheat did not really bother me, but the MM cheat did because I can never get past the sixteenth cavern which is solid to conquer. Anyway I typed in the cheat which was Monitor — M3930 change 02 to FF and G2980 to start.

However, after doing this and expecting to get a new high score on MM, you guessed it, nothing happened. I could have smashed the computer. On the TF game, after typing its cheat in, it did return to the game, but no infinite lives were awarded.

Did the people who sent in these tips, ie, it me or the C16 not functioning, answer appreciated. Also do you people at CU check the tips and pokes that are sent in before printing them?

Back to the minor point, in the contents page of the October issue I checked out the list of reviews for the C16. One of the games was on

page 61 and it said, was called *Project Nova* by Gremlin Graphics.

So I turned to page 61 to look over this game to see if it was worth buying, guess what? It wasn't! Nor *Project Nova* but a game entitled *Leapin' Louie!* Come on CU, what's going on in your offices! Lying or just disguising the fact that LL is not a very good game so say its something else on the Contents page!

Finally, here's my ins & outs INS *Commodore User*, Good C16 games, Ken McMahon, Mastertronic (T Kelly) OUTF, Vic 20's, Thatcher your *Commodore*, Education Department for not awarding me an allowance for going to College (hello Tory !!!).

S. Young,  
Tyne and Wear  
We try and check tips and pokes but we can't do them all. As for contents and any other minor errors that creep in, what can we say? Sabotage! Absolute premeditated sabotage on the part of our rivals and (adopting Derek Hatton voice) dis government!

## More booklets

In your August you told us *Tutu Ceb* is impossible to solve. As I haven't seen anybody complain about this I had to write to you myself. There are in fact four pokes that are essential, two and one, but you can't assemble the false ones no matter how much you try (did you use a previous copy or what?) I must admit I got very nervous every time two parts wouldn't match, thanks to your stupid mistake. I'm very pleased you've managed to remain the best mag of all the computer mags I read (in fact you aren't even threatened by any other mag).

Could you please return to the old *Play to Win* booklet, at least when you are printing maps and

playing tips, as it really is easier to find that lifesaving map when you really need it. You could still print pokes and shorter playing tips inside the mag.

Finally a plea to all software companies and programmers out there please do not use DOS-loaders as some of them won't work with the IS71.

Peter Backgren,  
Helsinki, Finland

**Play to win booklets cost money so we only do them now and again — make us tremendously rich and you can have one every month. By the way, the version CRL gave us for *Tut Ceb* could not be completed.**

## Differing opinions

After reading your review on Arcans in October's *Commodore User* I went out and bought it, purely on the strength of your review.

Just out of curiosity I looked at the other mags on sale and they give it an absolutely terrible time. So I looked at so-called unbiased sites and they give me completely different opinions to the *Commodore User*. I am sure you had a great deal of fun in the process of writing what you said and you were obviously and only worth praising.

Even though the same game may nevertheless differ, people I did not think it possible that their opinions could be so much in favour and so much against.

I sent for the game by Mail Order so when it does arrive I hope that your review was the most accurate but I have grave doubts. Wish I had sent for *Undum* instead. David Weidon,  
Westerhays, Newcastle-on-Tyne  
**A review is an opinion — the reviewer's opinion. I wouldn't have given Arcans 9 for graphics, but there again I wouldn't have given it the equivalent of 5. Trust us.**

Our letters bag is bulging with your comments, criticisms, queries and praise currently so we're expanding our letters page. Every letter printed gets a coveted *Commodore User T-shirt*, but we've added an extra incentive — the chance of winning a charity-topping game for the star letter of the month. So get your pen and paper out and write in to

Letters, *Commodore User*, Priory Court,  
30-32 Farrington Lane, London EC1R 3AU.

# Letters

## Captain John

I am writing my first letter to congratulate you for printing Capt John Hutchinson's review of *Strike Force Harrier*. It was a sound review, just as I have now found out it is a sound game. One of the few games which is well worth its price.

Please could there be more A.S. Robertson, Southport, Merseyside

## I confess

Yes it's slip on wrists time. I went out and bought *Hole in One* without taking any notice of Bohdan Bosak's review. It's filled with stacks of bugs.

The wind makes no difference and if you knock the ball on to the green, it ends up miles away. And rarely, but very frustrating, the screen ends up flooded, yes the screen is covered in blue, even the trees are flooded.

So in future I'll listen to you P.S. Can I have a medium sized T-shirt so my mum won't wear it? Justin Walker, Harwich, Essex

## More 128

I am writing to you to get a few things off my chest concerning the Commodore 128. I own one of these brilliant machines and I'm getting mad at the software industries. In a past issue I read that Mastertonic will be releasing some 128 games, but the stupid people put them on disk only. Most 128 owners don't own a disk drive as well as a 128. Mastertonic would certainly sell more copies of these games if they put them on cassette. So why did they put them on disk?

Also, will you be reviewing the 128 version of *Ricky Horror Show*, I'm hoping that you will as it looks ace, and that CRL won't put that on disk only.

Other examples are *Trinity and The Pawn* which I was looking forward too. Why have those people down at Rainbow put the 128 version of *The Pawn* in text only, while the 64 version gets to have a graphic? I think they're stupid! I don't know why I asked that, because it's only on disk, only I would not mind if these games were multiload and on cassette.

Anyway, Hoorah! to CRL and Boob! to the rest. I just hope that software companies will take heed and bring out some 128 games on tape. I'm sure many readers with 128's will agree with me.

Thanks a bunch for your time (Sorry! Ed.) Keith Berry, Fleetwood, Lancs.

## In memoriam

Commodore User will be losing yet another reader as I fail not to renew my subscription when it becomes due. (Eugene! My office now! — Publisher)



I originally started taking *Vic Computing* in April 1982 and I have every issue of that and Commodore User up to the present. The decline in the quality of the mag started about a year or so ago but I persevered in the hope that it was only temporary. Alas, in the last few months it has got even worse, to beyond the point of no return, at least as far as I am concerned.

I agree with everything that Terry Waterhouse and Robin Carmichael et al have said, including the refund of subs. I am not too proud however to accept a T-shirt if it is offered (I couldn't be if I am still reading your mag, sub or no sub).

Please put a black border around this letter if you print it in mourning for a once interesting and stimulating magazine. J. P. Underwood, Leghion Buzzard, Beds

We read this letter to the 'Death March'. Why so glum? You're free, we're free. It's a new beginning, a fresh start! And no you can't have a T-shirt.

## Has Ferdy lost his marbles?

How did Ferdy Hamilton give *Marble Madness* a nine out of ten? *Marble Madness* is one of the worst games that I have ever played on my 64. A ten for graphics! The graphics are dull and boring and the marbles look like balloons filled with water.

Sound, a seven out of ten? The sound is atrocious. The tunes are rubbish and are a patch on the classic arcade tunes.

Ferdy Hamilton must be the world's worst game player, if he thinks that *Marble Madness* is hard!

Value for money, nine out of ten, it's the worst disk game I have ever bought. One last thing... was Ferdy playing the Amiga version, because the ratings don't fit the 64 version.

Christopher Wood, Hockney, London. Ferdy says have you been to the opticians lately? Though he agrees it wasn't that hard.

## Lars lambast

Aaaaarrrrrgh!!! If I ever get my hands on Lars (suck-suck-creep-creep-what a bl\*dy cheek) Dyburud, your 'Star Letter' writer last month I will ram his damn letter down his scrawling Norwegian throat! How you picked him as letter of the month, if it was his appraisal of CU then you should know that you don't need it — you know that you are the best Commodore magazine in the UK. How dare he insult the C16 owners of Europe by placing them on his out's list!

In 1985 the C16, and Plus4, according to Gallup, were the fourth best selling computers in the U.K. — over 60,000 sold. This has gradually led to an increase in top quality software from Britain's major houses. Such top-quality software has graced the colour pages of *Commodore User* more than once — e.g. *Monky on the Run*, *Winter Events*, *Hyperforce*, *Manic Miner*, to name but a few.

Did you know that *Fist*, *Rambo*, *Green Beret*, *Way of the Tigers* I and II, *Bouncer*, *Trap-on-a-Spring*, *Footballer of the Year*, *Trailblazer*, *Future Knight* etc. ... are all planned for release in the near future?

If I had my way, I would lock them all up in Wembley Stadium and bombard them with such classical music as 'The Berde Song' and 'Every Loser Wins'. If you ask me, the C16+4 gets far too much snubbing from YC and CRVG. CU is the only magazine which wholeheartedly supports the C16+4. So let's break out the M60's, Eugene, and we'll see who thinks the C16 is a load of c\*!p, then! Jonathan Amridge, Chester, Cheshire



## Druid connection

I read with interest your advice on Druid concerning the Golem and I'm afraid I must correct you. (Oh no! — Ed.) You can in fact take the Golem from level to level, just like the Druid in front of the stars with the Golem right behind them slowly go through together. Hey presto! Both appear on the next level. Also I've found the Golem is very

important to complete the game. My brother played the Golem I die. Druid — we bought the game on Saturday and the following Sunday destroyed all four skills and were transported to a green plain, attaining Magic Master.

P.S. Best game ever. Bought after reading *Commodore User*. Felix and Golem. Dragehouses, Yorks. We stand corrected.





# ALLEYKAT

ROLLING THUNDER  
—IT'S ALLEYKAT!

It's the challenge and the thrill of roller coaster racing that you'll find in the new video game, *Alleykat*. It's all the fun of roller coaster racing with the added excitement of a roller coaster that can be controlled by you. You'll be able to control the roller coaster's speed, direction, and even its height. You'll be able to control the roller coaster's speed, direction, and even its height. You'll be able to control the roller coaster's speed, direction, and even its height.

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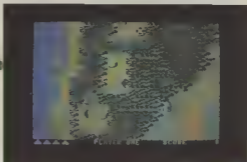
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# BUZZ

## XEVIOUS

Fast approaching completion is *Xevious* a classic Atari scrolling shoot 'em up conversion from US Gold. You control a Solvalous spacecraft and defend earth against ground and air attack including waves of flying mirrors which bounce your laser bolts back at you. There's 32 different kinds of alien ship and no waves is ever the same. Add to that sixteen levels, bonus screens and four levels of difficulty then you can understand why we wait with our wrists and fingers aching in anticipation at the prospect of this restar blaster.



## TERRA CRESTA

Desan's Dave Collier has been working away furiously on a conversion of Nichibutsu's *Terra Cresta* coin-up since *Green Beret* appeared in the Spring. Like *Xevious* it is a scrolling shoot 'em up of the first order. A follow-up to *Moon Cresta*, the idea is to build up a Terra Cresta, super ship and increase your firepower as you orbit a planet and attempt to destroy the giant deathstars. There's masses of alien ships and, Dave promises us technically "three channel sound, full colour scrolling and thirty sprites on the screen at once". That sounds pretty daunting so we're going to do away and lie down for a while.

## SCOOBY DOO

At last a Scooby sneek to Elite for finishing *Scooby Doo*. Coded by Gargoyle Games it's an arcade adventure centred, (where else?) in a haunted house. You play Scoob and roost explore the many floors and passages in an attempt to free your captured pals from the Mystery Machine. You'll be dodging dozens of ghosts and ghoulies as you follow the trail of Scooby Snacks left behind. What we want to know is how Shaggy got his name? Elite say this question is not answered in the game.



## ZARJAZ

No it's not a Jeff Minter game or a ZODDAD special, it's a new release coming from Ariolasoft's Reaktor label. You're despatched to visit a zone of space where normal laws of science don't apply. When you get there you send three droplets in to investigate but find out that you have to keep them in view to have any control over them. All of a sudden it turns into an slightly shoot 'em up accompanied by sounds from W.E.M.U.S.I.C. What a greznls idea!

## DONKEY KONG

Here's a history question for you. Anyone remember Donkey Kong? It was one of the early arcade games from Nintendo written in about 1981, and now it's one of Ocean's latest conversions. How high can you get? Ask the prehistoric ladders game. We'll be climbing the well-worn rungs next issue.





## JUDGE DREDD

Anyone with any sense will have seen 2000 AD and recoiled from the idea of life in Mega City 1. It's a massive urban conurbation where millions of people live in squalid tower block apartments hundreds of stories high. Death lurks round every corner and employment is the exception to everyday life. Here you play the infamous Judge Dredd, part of a peacekeeping force that polices, judges and sentences criminals. Armed with your trusty lawgiver pistol you take to the streets and patrol them solving the countless crimes that occur. Dredd! Sounds like a tough assignment.



## MASTERS OF THE UNIVERSE

By the power of Grayskull! US Gold are preparing to unleash those champions of good onto the 64 and the C16, the Master of the Universe. Stop Skeletor from overcoming the land of Eternia with your trusted steed and companions Battle Cat, Teela, Orko and Man-at-Arms. There's an adventure on the way as well.

## HYPABALL

This is a future sport from Odin. Played by one or two players, the aim is to score as many points as possible by lobbing balls into the notches at the top of the post in the centre of the screen. You control three players which you select from a squad of ten, each with different capabilities. The ball can be thrown from the left of the screen and reappear on the right in a wraparound effect, and Firebird promise it'll be fast and addictive. Cue Bach's Toccata and Fugue in A (Rottenball music to you plebe!).



## THE LAST NINJA

It probably won't be anything of the sort, but System 3 reckon it'll lay out any other karate game including their own international version currently topping the American charts. The Ninja shrine has been deserted and the sacred treasures of the Nichibutsu — the scrolls of the white Ninjas — stolen. As the last ninja you are honour bound to recover them. Go to it.

## IT'S A KNOCKOUT

Who could forget this TV classic? Eddie Waring bless 'im, Stuart Hall cockling like an idiot and those resounding words "Grand Bretagne un point!" Oh the shame of watching St Ives losing to some bunch of super-fit Germans and the inevitability of Belgium coming last in everything. It was a laugh, old Jeux Sans Frontiers and now you're going to get the chance to have a go on the 64. Compete in seven silly events like 'Flying Fans' and 'Dirt of Worms'. We'll be making fools of ourselves east lah.

# BUZZ

# DRAW A DRAGON



**M**ost people in the games business will tell you that Gauntlet is going to be number one over Christmas. Most people that is except for Elite's Steve Wilco.

The flaw in this argument is that it takes no heed of a game called Space Harrier. It's not as popular in the arcades as Gauntlet but it has certainly made its mark.

Space Harrier is the first arcade game to use a hydraulic hose that baffets you from right to left as you wrestle with the joystick. It's a sit down job that will cost you at least 30p a go. As well as the ride the graphics are

truly stunning — state of the art 3D animation.

The speed and detail of this 3D animation combined with the hydraulics led Elite's rival software houses and game reviewers to scoff at the attempt to convert it to home systems. Jokes were being made about an add-on hydraulic seat for the S4.

I'll level with you. I was one of those skeptics but now I'm going to have to eat my words having played a preview copy, seen it with my own eyes and, and as you can see from the screen shots its fairly close.

The game is a shoot 'em up. Fast, furious, and addictive.

You control a teenage space traveller with a jet pack on your back and a laser in your hand.

**WIN SPACE HARRIER WIN**



Dragonland has been taken over by the nasties.

(Why do they keep doing that?)

You have to travel into the Fantasy

Zone where they have their stronghold and let them taste the heat of your laser.

Dragons feature quite prominently in a lot of computer games — especially arcade conversions. There is for example an excellent Dragon in Dragon's Lair, several of them in

Gauntlet and as I have said an amazing Dragon in Space Harrier.

Which leads us neatly to our competition.

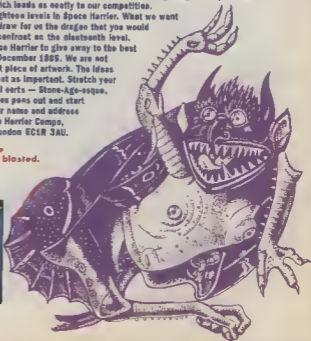
There are eighteen levels in Space Harrier. What we want you to do is to draw for us the dragon that you would meet here to have to confront on the sixteenth level.

We have 30 copies of Space Harrier to give away to the best Dragons sent in by the 20th December 1985. We are not necessarily looking for the best piece of artwork. The ideas contained in the drawing are just as important. Stretch your imaginations. We are looking for all sorts — Stone-Age-esque, robot-esque, anything-esque. Get those pens out and start sketching. Send your drawing with your name and address on the back, to Commodore User, Space Harrier Compo, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

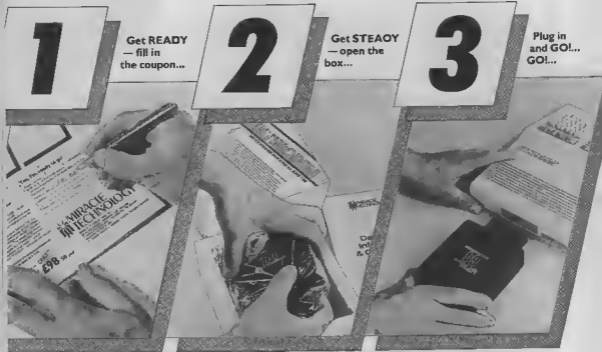
◀ Rocks are to be avoided — not blasted.



▶ Nasties have an annoying habit of attacking in swarms.



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# BULL

FA Cup '86, Howard misses out on the Double "Tough luck, work".



## Howard's Way

Howard Kendall must still be recovering from parrot sickness having failed to lead scousers Everton to the League and Cup "double" last season. So what better way to soothe the wound than to endorse a football game called *The Double* which lets you do just that.

Over to Howard on the touchline "This must be the ultimate of all strategy games Excellent." Thanks Howard, over back to Jimmy in the studio. The Double comes from unknown software house, Scantron who claim it took two years to research and uses artificial intelligence. Couldn't have

Go take a hike Tubbs and Crockett because the British crime busters are here — well one of them is British anyway. Na we're not talking about Dixon of Dock Green. Thanks to Britannia Software, Dempsey and Makepeace (the latter chews gum so he must be a Yank) pile into your 64, smaaat everything that moves, smash a few dozen cars and solve all of London's crime whilst rescuing waaah other from evil abductors. Camo back Kojak, all is forgiven.



been all that intelligent since the League you're working in has only three divisions.

The idea is to manage a 3rd division team and make your way to the top either by promotion or by interesting a larger club in your skills. When you get there you must aim for the Big One, the League Championship and FA Cup double.

You've got to use managerial skill to administer staff, players, wages, transfers, gates, policing and all the other things that make a manager's lot a lumpy one. Information on players, grounds

and results are always available as are current League tables.

To add a little spice Scantron are running a competition for the first person to achieve the Double. And what do you win? Surprise, surprise — a day out at Everton FC and a chance to meet Howard himself!

Back to Jimmy for a late announcement now that Ron Atkinson has plenty of spare time, we'll be getting him to try his hand at the Double — wishful thinking.

## CRL Censored

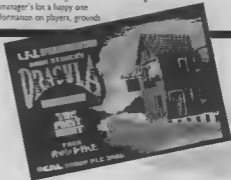
CRL, publishers of *Tau Cedi* and *Bladderunner*, have become the first software company to be awarded a film censorship rating for a computer game. In an unprecedented move the British Board of Film Classification imposed a 15 certificate on the company's latest *Dracula* adventure.

The move was instigated when the author of the adventure, Rod Pike, warned CRL boss Clement Chambers that elements of the game were horrific and might not be suitable for younger children. After taking legal advice the game was offered to the British Board of Film Classification who agreed by rating it 15.

A press release was immediately sent from CRL complaining

boastfully "The implication is that from now on every computer game will have to be awarded a suitable certificate."

Not so, says the BBFC. By order of Parliament video games are exempt from the 1984 Video Recordings Act which necessitates films and videos be given a certificate. However, there are possible exceptions such as games which depict sex, sexual organs, excretory functions or violence towards animals. So, it was decided in the case of *Dracula* that the repeated dying in the game (which is written in the first person) might be disturbing to children under fifteen. The game also takes some of the original text from Bram Stoker's book and displays some pretty bloody graphics.



We asked James Freeman, director of the BBFC whether this meant there were other games available which should have been shown to them since this is the first case of certification in the entire twelve months the act has been in existence. "Possibly, but our role is limited. It is not for us to prosecute or even to hunt material down. That is down to the police and the courts."

"However," he added

contradicting his previous statement, "I certainly intend to check out some shops selling video games in the next few weeks." So watch out Domark. When we described *Freddy 130i* as a game that caused controversy on its release, Mr Freeman replied "It certainly sounds as if it should have been submitted and classified." Your X-rated Commodore User is awaiting further developments.

## Amiga goes Down!

Better be quick, you've got until the end of November to take advantage of Commodore's '£500 off' offer on the Amiga. If you're rolling in filthy megabucks you can get the standard 256K Amiga (single disk, mouse, monitor) for just £975.

Theoretically the offer is open only to existing Commodore computer owners. Apparently,

Commodore sent letters to all its 400,000 registered computer owners in the UK (i.e. those of you who bothered to send the guarantee card back) with details of this Sale of the Century bargain. In practice, Commodore isn't much bothered who buys the hapless machine as long as they can sell lots of them. Go on, ask yer dad.



More Trivia: Rumour

has it that a new set of questions is on the way for Denmark a brain-turdling Trivial Pursuit game. So smart Alex who've memorised all the answers won't be able to show off any longer. What makes the tape special is that it will work for the Commodore Spectrum and Amstrad versions. Don't ask us how it's done. Don't ask Denmark either cos they probably won't tell you. A junior version is also in the offing.

### Game Maker:

Remember Gary Kitchen's GameMaker for the Commodore 64? No? It started out mammas working too, but if you've got one, you'll be dying to know that Activision is releasing two scenario disks that will let you design sports simulations (football, baseball, basketball, boxing, field events) and a whole load of nasty aliens. Called 'Sport and Science Fiction', both feature colour and sound effects. More details from Activision on 01-43 1101.

### 128 Books: Now that

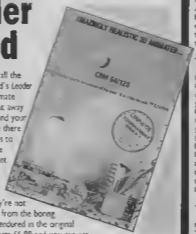
the 128 is getting established, the obligatory 'programming books' are coming thick and fast. The latest offering for learning Basic is called Commodore 128 Basic Programming Techniques. This one costs £11.60 and is published in the UK by John Wiley. Those of you interested in graphics will probably rush out and buy the snappily titled Advanced Graphics with the Commodore 128. A little cheaper at £8.95, it's published by Macmillan. We're recommending them for bedtime reading.

### King Sex Gift:

Remember all those Robtek King Sex programs for the 64, 128 and C16? Now you can get the whole lot, TurboText, Base, Calc and Accounts in a bumper gift package. The set comes as either two tapes (12.95) or on a single disk (£4.95). Robtek has also packaged up 50 Games Vol 1 and 2 for the Commodore 64. That means you're getting no less than 100 games for the ridiculous sum of just £12.95. Robtek are on 01-847 4457.

## Leader Bored

If you've perfected all the courses in U.S. Gold's *Leader Board* golf sim (my mate Sevvie has), don't put away your Everpreeds and your set of clubs because there are a lot more holes to play. U.S. Gold have released a Tournament Disk that gives you four more 18-hole courses. But hold that backwards, they're not that much different from the boring set of courses you endured in the original version. The disk costs £6.99 and you can get more details on 021 356 3236.



## Software Boob

Sam Fox flashing her boobs for Martech's image digitiser seemed to have opened the flood gates to a whole deluge of 'ditty raincoat' software.

The latest edition to the porno-software catalogue is Hot Software's *Miss All Nude America* — where stag party goes flick through 40 digitised pics of topless girls — entering votes for their favourites.

The second title is called *Girls They Want to Have Fun* — which is too rude to describe, boast the publishers in their advertisement.

Hot Software may have boobed (Ouch — Ed) themselves as their advertisements have already been banned by several magazines and W.H. Smiths say they won't be stocking the 'games'.

## The Last One

Strange name for a program but it's still pretty unique. *The Last One* is a program that writes programs.

In other words, it's a program generator for the Commodore 64 — it's also on the IBM PC and Apricot machines. The idea is that it lets you create your own programs (mainly business) without the need for programming skills. Your results will be stand-alone and written in Basic. The ad claims it's almost programming by numbers. TLO costs £36 and is available on disk only. We'll be putting it through its Tired 'n' Tested paces next month.



## Hewson Twosome

You may have read way back in Hotshots that Andrew Braybrook was busy messing around with *Undim* and *Paradroid*, enhancing and improving them for new versions. Well he's finished and the result is a compilation of the two games, due for release on 5th January. On one side you get a

souped up version of *Paradroid*, much, much faster than the original, and on the other you get a version of *Undim* with new ships and extra tweaks. At £8.95 that's what we call pretty good value for money so don't go blowing all your Christmas money

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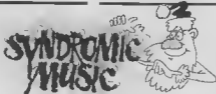
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have to make your way across the screen until you meet my pal Ito, Long Fang. She's armed with loads of nasty sharpened fans.

After that you'll face a fire-breastler (another fella), a guy with flying masks, then assorted weirdos armed with boomers (the 'Wu Cobber?') daggers, bombs and lightning bolts. This is hard work!

**Long Fang, a big lump in stillettos carrying sharpened fans.**

can tell you, harder than the first game.

One other change from *Yie Ar I* is that the sequel allows a two-player contest between yourself, as Lee Young, and any of the first three opponents.

*Yie Ar II* is more of the same, but it's better value than it's

## ● YIE AR KUNG FU TWO

64/128  
IMAGINE

Price: £8.95/cass  
£14.95/disk



**A**s the scenario would have it, it's twenty years since Kung Fu master Lee wiped out Po, Nunchaku and the rest of the Chop Suey Gang. All but one that is, Yen Pei escaped and set up a new gang of weirdos that extended their evil power once more across China. Since old Lee is getting a bit long in the tooth now, his son Lee Young takes up the role of noble lunatic and sets out to rid China of this scum.

What it all boils down to of course is more of the same. A host of freaky opponents which you confront in turn before you can win the game. The game isn't a complete copy though, there are additional elements and changes.

To begin with there are some special techniques that old Lee never knew about. Junior has a taste for Do-Lang Tee and Chow Mein.

Collecting the first, as he goes, gives him extra energy and the latter which appears miraculously from the local take-away I suppose, gives him brief bursts of immortality.

Another important change is the sprawling screen. Lee Young can walk left across a number of screens before he encounters any really tasty opponent, but en route he will be set upon by floating midgets! He can jump over them or kill them. Should he do so to a group of three consecutive midgets he gets a tea leaf. Five leaves and he can stop for a drink and get more energy. This is all pretty ridiculous and since it's tough enough to land accurate blows



Another lotty, Po Chin the fire-breastler.

on the little shorthouses you're more likely to lose energy than gain it.

The nitty gritty of the game though comes when you face the freaks. There's a sight of them as kitted out with the nastiest array of weapons since Liverpool played West Utd. First up is old Yen Pei Junior and boy does this guy need some cut. He's done it up as an enormous pig tail and attached a lump of iron to the end (pig iron I supposed). This he swings around viciously clanging you resoundingly on the ear... or alternately the knee.

Another thing you'll notice is that although your opponent can exit the screen stage left and perform the clever little trick of returning stage right, you can't.

If and when you beat 'em you'll

predecessor. Having said that, when you compare it to the number of nitty gritty games it isn't a major regression or a new challenge. Your fighting moves are incredibly limited in comparison to *Fat, Intentional* or *Brat* at all.

Visually the figures are nearly as good as the game and it's all as colorful and polished as you might expect and the animation is excellent. Murko Giverson has written a new backing tune and the sound all round is typically excellent from the game's typically excellent sound effects.

Search for a bit in the stage where you're looking for something a bit different in these games. If you haven't seen *Yie Ar I* this is better but it's no big deal.

Mike Pettendon

Graphics	1	2	3	4	5	6	7	8	9	10
Sound	1	2	3	4	5	6	7	8	9	10
Toughness	1	2	3	4	5	6	7	8	9	10
Endurance	1	2	3	4	5	6	7	8	9	10
Value	1	2	3	4	5	6	7	8	9	10

**7**  
Overall



◀ **Cripes! Death's in a mood and that scythe ain't for trimming the hedge.**

fire button as you whizz past will send a paper spinning towards the house. You don't have to hit the box, the door will do, but be warned if you miss, the rig's likely to go through the window (in most cases with a cover-mounted brick) and the owners will cancel your subscription.

The other side of the coin, if they do cancel, next time you go past you can break their windows, check one in the many bird baths that abound in this yuppie paradise and even bust the headstone that seem to be

## PAPERBOY

**64/128  
ELITE**

**Price: £9.95/cass  
£14.95/disk**

I've got to hold my hand up here and say I have never been a paper delivery boy. I never did a milk round either. I just couldn't face getting up that early. I spent my holidays rubbing down cars instead. And looking at the life a paperboy leads I'm pretty glad. Elite's eagerly awaited conversion is pretty off putting. It's a hazardous business delivering the news. But I suppose it is set in America

Your job, for which you probably get paid peanuts is to deliver newspapers to subscribers who live in one of those nice white middle-class American suburbs. Just like the kind of area where directors set gruesome horror films like 'Friday the

**Hit the targets on the practice course to increase your bonus.**

13th' and 'A Nightmare on Elm Street' in which hordes of fresh faced teenagers are hideously butchered and mutilated. Are you sure you don't fancy staying safe and poor?

Don't say I didn't warn you. Fortunately you begin on a Monday which is comparatively quiet. Avoid any dangerous obstacles and lob the papers in the mailboxes. That's the game quite simply. I always feel well disposed to games which are neat, original and don't feel it necessary to give you a load of old cobblers about the planet Zog trying to destroy the world.

As the game begins you find yourself peddling along at the bottom of the screen. Controlling the bike is easy, no dodgy reversed controls or complicated joystick wiggling. Push forward to speed up, pull back to brake. Steer left and right. Deliver papers by hitting the fire-button. The rest is down to your own skill, speed and timing.

You'll know where to deliver because subscribers all seem to live in yellow houses and have delivery boxes marked 'Sun' on them. Not, of course, our beloved sizzling, jaw-dropping, topless, fascist version, but The Daily Sun - in which your week's exploits are recorded.

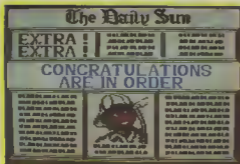
You don't even have to get off the bike to deliver. Just a snap of the

**Screen  
Star\***

◀ **Whoops, should have delivered there I was too busy watching out for the CS.**

**Screen  
Star\***





▲ But you never get to see one of these screens.

got it around in this weird area. All these screens get you a bonus.

Presumably those gravestones that lie around mark the remains of past paper boys because you've got a pretty dangerous job there. You can't

get you as you cycle past. And worst of all, on Saturday Death will run out of the end house and have a go at you. Bilemy! Fancy being next door to death! Can you imagine nipping next door for a cuppa?

drive over drains, or up kerbs and there's plenty of rungs in your path. To make matters worse you're assailed by mad dogs, trendy skateboarders wearing Raybans, motor controlled toy cars, CSEs and runaway tynes.

If that's not bad enough there's a crazy on a chopper bike driving up and down the crossroads waiting to

Negotiate that lot and you'd probably need a pack of tranquilizers and a padded room to receive in. But your boss in the corner newsagents isn't content with just putting you through this suburban assault course. Oh, no, he's laid out a practice circuit for you to improve your skills on. Negotiate the obstacles and hit the targets with papers for a bonus

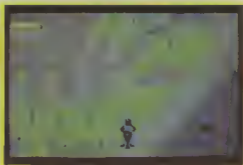
At the end of the week you'll get a newspaper with banner headlines and a picture of you proclaiming, "Congratulations are in order". That assumes you stood a week at the job. If you lost all your subscribers you're simply confronted with the headline, "You're fired". Thank God for that you say, and have a lie in instead every morning, just like the Ed. (You're fired, Ed.)

Paperboy is a great game. It's a change to run across a screen and annihilate everything that moves. It's an original idea and a well-executed conversion. There are a few graphic blots such as the car and the drab colours in the street, but the

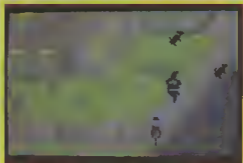
scrolling is great and the gameplay tenacious. It's just good fun whizzing in and out, firing volleys of papers through windows. This is increased by the sound effects of the breaking glass which pierce the otherwise irritating tune. The characters are nice and large so wall to the whole thing isn't too hard on the eyes.

Elits have delivered!

Mike Pattenden



▲ Avoid the geezer digging a hole and lob a paper through that non-subscriber's window.



▲ Take it easy here that big fettle of a jogger is quicker than you.

Graphics	1	2	3	4	5	6	7	8	9	10
Sound	1	2	3	4	5	6	7	8	9	10
Toughness	1	2	3	4	5	6	7	8	9	10
Endurance	1	2	3	4	5	6	7	8	9	10
Value	1	2	3	4	5	6	7	8	9	10

8

Overall

THE HELICOPTER FLIGHT SIMULATOR

# Super HUEY II



C<sup>SMI</sup>

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**RESCUE & COMBAT SCENARIOS:**

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**"GULF OF TERROR"** Tackle determined terrorists in their gunships and submarines.

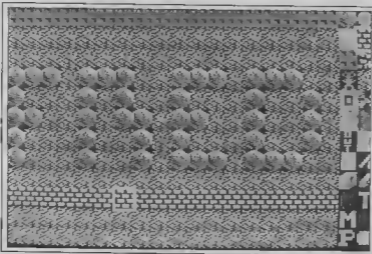
**"BERMUDA TRIANGLE"** Your mission is weather reconnaissance, but in the Bermuda Triangle anything can happen.

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**"OIL BLAKE"** Save lives and fight the fire before the whole well blows!

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set the quantity needed before the exit opens.

Having done this, you can proceed to test your cave by selecting the 'T' icon in test mode, you control Rockford in the normal way, moving boulders and collecting diamonds. If you want to change something, simply pressing Run/Stop takes you back to the editing screen.

When you're satisfied the cave is tough enough (but completable), you'll want to save it. The Construction Kit's filing system is good. A full set of commands allows you to format a disk, rename files, load and save caves etc, and also lets you save on cassette.

When you've designed enough caves, you can set up a game. A game is simply a list of caves in the order you wish to play them. After selecting the game option, the screen clears leaving you with a list of all

Write your name in boulders — Fred did.

## BOULDERDASH CONSTRUCTION KIT

64/128  
DATATYPE

Price: £9.95/cass  
£14.95/disk

**B**oulderdash, the sequel — Rockford's Riot, Boulderdash Three, it was all too much! Recently, a band of hardened Boulderdash addicts stormed First Star's office and at gun point, forced Boulderdash boss Peter Lips to hand over the only known antidote,

the Boulderdash Construction Kit.

For those of you not familiar with the game, it's deceptively simple but fiendishly addictive. The objective? Guide Rockford through the caves to collect diamonds. The catch? Precisely placed boulders, exploding firelins and batteries will always the clock (stuck on — and relentlessly). Some caves are simple enough just collect as many diamonds as you can before taking the exit. Other caves are devoid of diamonds at first, so you have to find a way of making them.

The Construction Kit comes in two parts, cave editor and game module. Using the editor you can create hundreds of caves with all the features of the original games. The far right of the screen shows a menu of items and options. Choose the feature you want and 'point' it on the cave(s). Each cave is larger than your screen, but by pressing 'F' on the keyboard the whole cave can be viewed. Use the hatch? To select the pattern of the cave you want to work on.

When you've placed all the objects in your cave (don't forget the entrance and exit), you can set up the clocks and animals. You can obviously want to set the cave completion time, but you can also set times for animals' growth and magic wall 'mating'. You'll also be able to set values for the diamonds too, and

the caves on your work disk on the right-hand side of the screen. Use the mouse to select a cave, press the mouse on the left-hand side of the screen, choose where you want that cave to fit the list and press the button to place it.

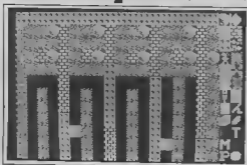
When you've got your list save it! You just save as many caves as fit on your disk, and you can repeat them if you want. To play the game, you'll have to power off and re-load, so make sure you've saved all your caves first.

The game module is slightly different from the usual. Before you can play, you need to enter the name of your list so the program can load in the appropriate caves. After this is done, it's indistinguishable from the real thing!

When you make the kit across straighten with Boulderdash-Four, which is an original cave that you can play, edit and re-arrange to your heart's content, then you'll know this is a great package for Rockman Fans.

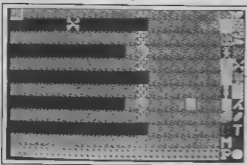
Boulderdash Construction Kit is undoubtedly the best thing that could happen to me. Gone are the sleepless nights and the nightmare (wouldn't it more wit' me) being my job and my wife is speaking to me again! It's in the shops, it's getting near Christmas, go out and buy it!

Fred Reid



▲ Backgrounds are selected with a cursor from the list on the right of the screen.

▼ Rockford's construction set is a must for fans of the rocky game.



Graphics	1	2	3	4	5	6	7	8	9	10
Sound	1	2	3	4	5	6	7	8	9	10
Toughness	1	2	3	4	5	6	7	8	9	10
Endurance	1	2	3	4	5	6	7	8	9	10
Value	1	2	3	4	5	6	7	8	9	10

9  
Overall

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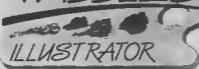
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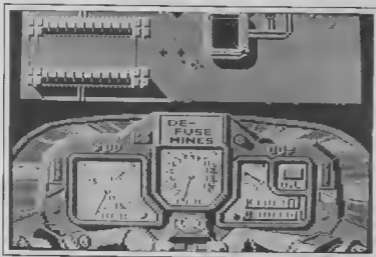
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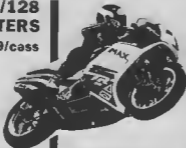
Other computer/lightpen systems available with high price variations of Blazing Paddles. © Laserwriter is a registered trademark of Apple Computer Inc. All rights reserved.



## RED MAX

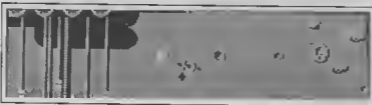
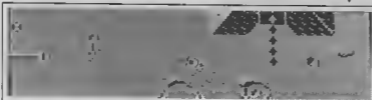
**64/128  
CODE MASTERS**

Price: £2.99/cass



A quick glance of the screen that will bring you to the conclusion that this game is very much like *The Last V8* it is, but it isn't by Mastertronic and it isn't a rip off. The three punters who wrote *V8* have run off to form their own software house, Code Masters, and it's very much a family

**These screen shots look unusually narrow because the top third of the screen is where all of the action takes place.**



The biker heads towards a fuel capsule.

affair, two brothers and their father. Programming son Richard Dealing has a bit of a bias (section 20, as you might expect, there's one in *Red Max*).

Your funds have been captured and are being held in suspended animation for one reason or another. Get on your powerful Red Max motorcycle, and go and rescue them. But if you've played *V8* you'll know to know that it's not going to be easy.

There are three tasks you must complete before you can get your friends back safe and sound with you. The first is to de-activate twenty-seven fissure mines. De-activating them is easy but reaching them all is not because of the

**The Last V8 on two wheels. Or, more accurately, how to earn mega-bucks by launching the same game twice.**

various different laser traps you have to get past. Of all these devices only one lets you survive if you collide with it. That one is the laser fence. If you go through it at a fast enough speed you can survive and will get off with just a delapidated shell.

The second task is to tune on eight back-up nuclear-cooling systems. You must also shutdown four power plants. But remember you can't shut down any power plants until you've finished with the cooling systems.

The third and final task is to re-arm the nine crew members. Which is, er, haven't quite reached yet.

The two biggest similarities between the *and V8* are obviously the graphical layout with its small screen representation, and the toughness. Like its earlier counterpart *Red Max* is incredibly difficult. Anyone who sends *Play to Win* a map will probably get an O.B.E.I. if you're stuck on the second level!

One of the best things about the game is the control method, due to the size of the small screen you cannot see very far in front of you. So, when you go at a fast speed it is incredibly dangerous.

*Red Max* as you can see, looks very nice. The scrolling is faultless and very fast too. The sound is also quite good.

I'm looking forward to more budget delights from those masters of code

Ferdy Hamilton

Graphics	1	2	3	4	5	6	7	8	9	10
Sound	1	2	3	4	5	6	7	8	9	10
Toughness	1	2	3	4	5	6	7	8	9	10
Endurance	1	2	3	4	5	6	7	8	9	10
Value	1	2	3	4	5	6	7	8	9	10

**7**  
Overall



# HYPABALL



COMPUTER GRAPHICS LTD



SALES 01-631 5206  
01-379 6755  
INTERNATIONAL 44-1-379 6755  
COMMODORE 64/128: SPECTRUM 48/128K



of stopping bombers attack London, downing V1s, bombing trains and sinking U-boats. Taking the lot on gives you a fairly heavy schedule though, but does let you become Ace of Aces.

An intelligence report scrolls up and tells you in detail your task and a map is produced showing the respective bases of the enemy for you to study and inwardly digest. Your last stop before taking off is loading up the plane with ammunition and fuel. You need plenty of cannon shells, bombs and rockets. The

had been fitted with this amazing new direction finder which made it really easy to lock onto target direction. I don't ever remember seeing that anywhere else, but it saved me a hell of a lot of hassle because I flunked the navigation course.

Everything went pretty smoothly — I was on top of the bombers in no time. Blow them right out of the sky like it was a duckshot. Their fuel guage must have crossed the channel because those big boys didn't have any tail gunners.

Load up the bomb bay with shells, rockets, bombs and extra fuel.



## ACE OF ACES

64/128  
US GOLD/  
ACCOLADE

Price: £9.99/cass  
£14.99/disk

Screen  
Star

Group Captain Smedley helps you select your mission in the briefing room — 'wish Ginger would put that blasted tape out!'



There seems to be that spirit of the Blitz knocking around in the software industry currently — it even seems to have spread to the US. I'm talking about the number of WWI simulations and arcade games around at the moment.

*Ace of Aces* is a cross between an arcade game and a Microsoft simulation. It's most reminiscent of Sydney's *Dambusters* series in that it gives you a mission, a number of different tasks and assignments, and a combat game all in one simulation.

To begin with you are offered a choice between practice and taking on a mission by test Group Captain, depicted neatly as a figure with a handlebar moustache tapping a blackboard with a pointing stick. My advice is to digress with practice as rapidly as possible. Once I found what seemed like a bug which caused me to crash too frequently into the ground — I never had that problem on missions.

And it is with missions besides, that the true appeal of this game lies. You can choose from any or all

distance of your mission determines how much fuel you need and you don't want to overload otherwise it'll slow you down.

Your preliminary duties completed the scramble sounds and your selected mission loads. Being a bit of an airborne hero I chose to inflict a massive body blow on the enemy by taking on everything in sight (*My hero — Ed*)

Of course what they don't tell you in the briefing session is that your aircrew are all sick or were in the toilet when the scramble sounded, so you'll be flying a plane, navigating it, bombarding and making all the tactical decisions as well. Thank God I didn't have to take off — that's done for you.

You begin with a forward cockpit view, showing a typical cockpit display for the era and a view of the clouds rushing underneath you. From here you control direction (using the compass), height and forward-firing (rockets and nose cannons). But you'll need to flick around the rest of the plane, keeping tabs on everything else. You can toggle to different stations by hitting keys one to five or tapping the fire button in some convoluted sequence.

The intercom, depicted by a small plane on the display which flashes in certain quarters often calls your attention to problems such as a fighter attack, or fuel shortage, but you need to keep a careful eye on everything.

I decided to take out the bombers and V1s first since they were clearest, and would make their targets more quickly. My compass



View from starboard window, with engineer's controls.

Problems started to occur with the V1s. Well not with the V1s, more with the fighters I ran into on the way to intercept them since they had already been launched and were heading for London. I was slowed up considerably and in fact I was lucky to get out alive. I lost the fight by diving into the clouds and taking all manner of guke-inducing evasive actions. The second was not to be shaken off so a desperate dogfight ensued which ended up with a head-

Screen  
Star

Forward view with an enemy fighter crossing your bows, let him have it.

on Mexican stand off. Keeping my nose I wanted until he flipped into my sights and fired a burst into his nose. He blew up instantly. Chew on that! Trouble was I think a V1 got through - hope it missed my house.

A quick switch to my navigation map told me I was wildly off course and likely to be taking tea in Edinburgh if I didn't do something about it pretty sharpish. I'd just about corrected the problem when my port wing started flashing on the starcom. A quick flick of the key and I found out why First 'Don't



overheat and bursts into flames.

I had a lot of ground to make up. Dumping a fuel tank helped lighten the load and keeping a firm fix on direction helped me a little, but by the time I reached the train it was over halfway to its destination. It was full of POWs and Red Cross wagons, but fortunately Jerry had kindly pointed all of them to help me find the right ones to bomb. It took me a couple of runs to get it right.

View from the bomb-aimer's post. That train'll never get through. Bombs away!

overheat twice, but once the starcom flashed red in the plane's centre you can get ready to pop down to the bomb aimer's station and open the doors. A crossbar lets you aim and allowing for the delay I quickly had the right carriages burning away nicely. Well I did hit one Red Cross van, but I'm sure they wouldn't have lived anyway.

Boat. So it was a case of bringing home and hoping that no-one gave me a hard time for letting that V1 through.

*Act of Heroism* is a marvelous blend of flight sim and arcade shoot 'em up. The graphics are great, more dramatic than *Dynabators* and the game is realising in many ways without being too complicated. Sound is excellent especially the engine and weapons effects. Just in case you don't feel quite brave enough to take on the job there's even a version of 'Land of Hope and Glory' to rouse your jingoistic spirit! The disk took ages to load, but I doubt if the cassette could be any worse, anyway - great stuff - tally ho cheers!

Mike Pattenden

By the time I'd finished congratulating myself and dreaming of DFCs I was anguished by fights. I tank a couple out and lost the other but I ended up way off course again and about to lose sight of the U-



pane'. I thought, there's a fire extinguisher there, just put it out. Simple - it worked as well, but be warned, don't make the same mistake again by increasing the throttle into the red. The engine



Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

8 Overall

Screen Star

ocean

They sold a

DIGITAL INTEGRATION  
ACTIVISION

# MILLION

## FIGHTER PILOT



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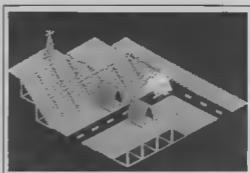
THE FINEST FROM THE BEST

**the SQUAD**

COMMODORE		AMSTRAD	
CASSETTE	DISK	CASSETTE	DISK
<b>£9-95</b>	<b>14-95</b>	<b>£9-95</b>	<b>14-95</b>



Watch out, you're flying over a defense laser.

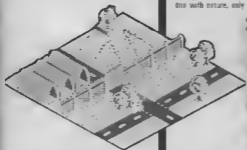


Fly too low and you'll turn back into a bike.

## GLIDER RIDER

64/128  
QUICKSILVA

Price: £9.95/cass



Biker waits at the gate, but he can't get in.

If you've not seen the Spectrum version of *Glider Rider* you could be forgiven for thinking it was some kind of unpowered flight simulator. Not so. Ideas of soaring through the stratosphere, being at one with nature, only you and the

everyone gets a little melancholy at times and this opinion is enough to make anyone blink hard.

Get the idea? Anyway, this game is a member of the 'Silent but deadly' squadron, a crack army unit (that's a joke in there somewhere if you look hard enough). His job is to penetrate the defences of an artificial island HQ of the Abraxas Corporation, gateway of five missions to anyone with enough falling stuff to get well cooled up.

Der hero is equipped in true DOF style with a hang glider which turns into a motorcycle which turns into a motorcycle. Translators might have been a more appropriate title. You are deposited at a coastal site on your bike and from here you can scoot around the island from frame to frame doing a bit of reconnaissance.

What you should be looking for are the unprotected nuclear reactors which provide the island a power. When you've found one it's time to soar into the heavens and drop hand grenades on it. As a matter of fact soaring into the air provided problems in itself. You have to find a slope, dive your bike down it at speed, then go into a quick U-turn. If you did that in real life you'd probably end up breaking every bone in your body, in make believe land it turns your bike into a hang glider.

Being airborne is quite a laugh. You can fly out over the sea, don't go too low or the sharks will get you! You also have to pick a fairly safe flight path or you'll be brought down to earth with a bump by the defence

lasers, losing a lot of energy in the process.

The final objective is to destroy all the buildings and power plants (extra bomb caches can be found scattered in various places) then escape on the microlight and rendezvous with a wazoo/palmarina.

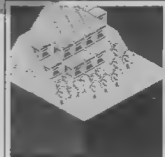
*Glider Rider* has potential as an idea, but the game falls short for a number of reasons. The Spectraesque graphics are difficult to make out, the landscape is very detailed, but lacks substance as does the character. While it's great fun to fly around, the experience is, at least initially, very short lived because you either land involuntarily or get shot down. It would definitely pay to map it out, but personally I didn't find the game inspiring enough to make the effort.

Ken McMahes

birds, not even engine sound effects to make the windows vibrate, forget it.

*Glider Rider*, these parts, is in fact an Ultimate-Fueled type 3D landscape game. In other words the play area is composed of individual 3D landscapes in the fashion of games like *Rampart* or *Cylo* or *Flight* or well there's a fair list of them.

I'll get back to the descriptive stuff, in the meantime prepare for the hype. The play goes like this will probably sound better if you imagine it's Harrison Ford or Bogart. "You get a lot of time to think when you're gliding on the thermals. Mostly the feeling of flying like a bird makes them nice, thoughts, but

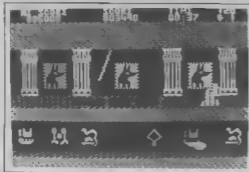


Looks like holiday villas in Benidorm.

Graphics	1	2	3	4	5	6	7	8	9	10
Sound	1	2	3	4	5	6	7	8	9	10
Toughness	1	2	3	4	5	6	7	8	9	10
Endurance	1	2	3	4	5	6	7	8	9	10
Value	1	2	3	4	5	6	7	8	9	10

6  
Overall





## Screen Scene

Looks more like an Egyptian tomb than the Underworld.

with the rolling stones will deplete your hard-wool score. Once you lose a life, you always re-materialize on the right-hand side of the screen, so

information, time taken, lives remaining and current room number. This last starts resoundingly enough at '1', but moving Ophi left reveals the distressing news that there are 120 chambers to be explored. The playing area is therefore continuous, wrapping around to end where it started.



# ORPHEUS IN THE UNDERWORLD

**64/128**  
**ALPHA-OMEGA**  
Price: £1.99/cass

From the same Elson stable responsible for the diabolical *Hercules*, now comes *Orpheus in the Underworld*, another merciless plugging of Greek mythology.

Surprisingly *Orpheus* is actually better than the earlier game. For starters, the programmers have kicked into touch the notorious Random Access Principle, which made *Hercules* so frustrating, and instead have opted for the traditional refuse to boss play whenever you lose your message, these lives.

The graphics are an improvement, too: there are more of them and this time they bear some marginal resemblance to the objects they represent (no more facelists). I deceptively misawarded at the cream, *Orpheus*. The corridors of the Underworld are decked out with ornamental statues, flocks, mummies and other scabious from Egyptian mythology while the tunnels below are decorated with hieroglyphics. What in Hades all this is doing as a Greek legend is something which doesn't even bear thinking about.

The screen is split horizontally, with holes and ladders connecting the corridors above to the tunnel passage below. Across the top of the screen is displayed score



120 Chambers to be explored and they all look like this.

But though you travel through consecutive rooms on the upper level, if you break the tunnel you notice that you'll miss out every other room, traveling instead through chambers 2, 4, 6, and so on; or, alternatively, through chambers 1, 3, 5, etc., all depending on the number of the room which you descend a ladder. This can be both an advantageous and annoying as you can cover more ground this way, but also accidentally skip the one room which takes you back to the upper level.

All the screens appear to consist of the same type of hazards in different combinations. Snakes, pointed stakes, flying things and yawning chasms all bring about your untimely death, while an encounter

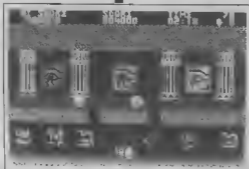
the occasional exercise while traveling right will get you over some tricky obstacles. There are bonus points and extra lives to be found.

As I said, *Orpheus* is better than *Hercules* but only just. Dedicated nuts who spend their entire lives playing games like this are the only people who are going to derive any pleasure from it, and if you regard chasms and holes as the pits then *Orpheus* will elope.

Don't expect any help from the cassette; it's only just. Dedicated nuts who spend their entire lives playing games like this are the only people who are going to derive any pleasure from it, and if you regard chasms and holes as the pits then *Orpheus* will elope. Don't expect any help from the cassette; it's only just. Dedicated nuts who spend their entire lives playing games like this are the only people who are going to derive any pleasure from it, and if you regard chasms and holes as the pits then *Orpheus* will elope.

Encounter with the rolling stones means instant death.

Bill Scolding



Graphics	1	2	3	4	5	6	7	8	9	10
Sound	1	2	3	4	5	6	7	8	9	10
Toughness	1	2	3	4	5	6	7	8	9	10
Endurance	1	2	3	4	5	6	7	8	9	10
Value	1	2	3	4	5	6	7	8	9	10

**6**  
Overall



Ferdy approaches the bottle bank with a pathetic one empty to his credit.

seem to agree with what you're doing. Pretty sadistic people they are too, catch you and they'll mow you down.

You control your skateboard via the joystick, using left and right as the directional controls, and forward to crouch down on your board and speed up. Fire will let you jump in the air, which is very useful for avoiding the chickens, and the oil slicks along the way.

Not all of the drivers you meet are against you. Some will ask you nicely to get out of their way before you get knocked down. And, as if that isn't nice enough they will leave out a bottle of the world's most popular soft drink, on their banner, so you can puzzle it and keep the empty for your bonus.

At the end of each level you reach a bottle bank into which your empties are chucked and your bonus added. The length of your game depends on your health and you lose

## STREET SURFER

64/128  
**MASTERTRONIC**  
 Price: £1.99/cass

There must have been a time in everyone's youth when they've donned their pads, and oiled up their Kraycoles and gone down to the bowl to burn up some lame dude. Those of you who didn't understand a word of that, are more than likely the "lame dude" in question. Because this is a game for skateboarders! I expect most of you self-respecting dolts would have probably owned a skateboard at one point in life. You did, I know you did!

Mastertronic seem to be pretty keen on skateboarders and have a rather idealistic view of what they do in their spare time. You see, the object of this game is for the skateboarder to pick up as many empty Coke bottles off the side of

Oh dear, oh dear, no empties and a nasty oil slick to cope with as well. Street Surfer is a bit like Pit Stop on a skateboard.



The car with the coils edges up to our skateboarder.

the road as possible. Whether Mastertronic is trying to endorse the "Keep Britain Tidy" law on thirsty gamers is anyone's guess. My feelings though is that a large Coke whoopee! I mean Coke manufacturers has added Mastertronic to their over-budget advertising campaign, could this be because they failed to get Two "Middle-aged" Turner? Who knows.

The game is a bit like the rest of the multi-racing simulations, the road is in front of you swerving in all directions, with Ford's position. The object is to pick up as many empty Coke bottles as possible but this is complicated by people who don't

a proportion of your health every time you are hit — though knowing the racing capabilities of the stuff, perhaps it should have been teeth that you lose.

Graphically this is very drab — using that original racing game-type view. The sound on the other hand is a funky little ditty which helps you to persevere with this. Street Surfer is reasonable fun but like most cheapo popularity will quickly start to slide.

Ferdy Hamilton



Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

7

Overall



DAIATE'S

# INFERNO

AN ANIMATED ARCADE  
ADVENTURE FROM  
HELL AND BEYOND

BEYOND



**Avoid the red squares, they just slow you down.**

Inspiration from *Boulder* and maybe a little from Activision's *BallBlazer*. You must guide a football along a trail in deep deep, space. This may seem a strange thing to want to do but it makes a fun game all the same. The trail is made up of loads of different coloured squares. If you wish, you can jump over some of the squares, but this is not always necessary. Here is a short but sweet guide to what the squares do.

#### Blue squares

These are definitely the most practical squares. They give you a good hard bounce, which is a great help in avoiding the many black holes around the place. The blue squares appear regularly.

### Screen Star\*

#### Black squares

Avoid at all costs. These are millions of these just waiting to be fallen down, and waste your precious time.

#### Red squares

A pain. They just slow you down. Try to avoid.

#### Cyan squares

A pain. If you get caught up on these, consider yourself in trouble. They have a magnetic force, which can pull you off the edge of the trail. Luckily they don't appear too often.

## TRAILBLAZER



**64/128**  
**Gremlin Graphics**  
**Price: £9.95/cass**

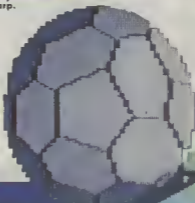
**Screen Star\***

**White squares make you warp.**

There is a word in the English language that is grossly over used, especially in the software industry. That word is... addictive. Software companies use this word to plug almost every game they release. Reviewers use it to describe any game that's half decent. Every now and then we forget what this word really means. Gremlin have kindly given us a reminder, *Trailblazer*.

This is about as close as you're likely to get to addictive. I just can't put the bloody game down.

The game itself plays quite originally, although you can't help to notice that it took almost all its



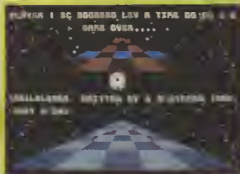
## Screen Star

### Green squares

Handy these. They give you a nice little boost of speed.

### Grey and Brown squares

These are just normal play squares (thank goodness!)



### Purple blocks

These are downright irritating. Hit one of these and prepare to be bounced violently backwards.

### White squares

These are totally and utterly brilliant. Touch one of these and prepare to "Warp!"

"Warp!" is the speed of light, at which you will travel for a few seconds, or until you hit a nasty square of some sort. If you take a "Warp!" successfully you can finish the course in around five seconds. Good fun, but they are very rare.

If you take a look at the screen shot you will see that Trailblazer has a split-screen. (These are the normal two player arcade games. It has a one player trial which is a practice mode. It has a straight player vs player mode, without a time limit. Which is held over three courses. You can also play against a robot, well,

three robots, each of different difficulty, but each one being to knock you off the path.

Trailblazer scrolls extremely fast, towards you - a very effective piece of game design. It is the 3D speed that sets Trailblazer apart from Boulder. Another major improvement on Boulder is that it has twenty-one levels, far more than Boulder.

You are allowed seven jumps per level. Any jumps that you don't use on a level will be added to your next one, but you can only have a maximum of nine jumps at any point.

Time is very precious in Trailblazer, so it's best to save as much as

the old electronic game Simon. (Remember that?)

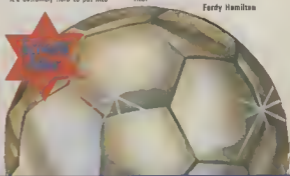
First you watch the ball jump onto three different squares, and then you must copy its exact movements. Get it right and you will earn yourself a thousand points, then the ball will go on to do four squares which you must copy, and so on. Just like Boulder!

It's extremely hard to put into

words what's so special about Trailblazer without using some clichés like "addictive" or whatever.

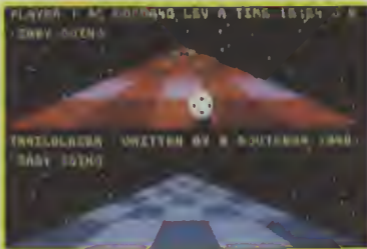
All I can say is you won't rest until you've reached the last level. Trailblazer is more evidence of Graham's emergence as one of the best British software houses. Everything they put out nowadays seems to be pretty tasty, especially this.

Ferdy Hamilton



You're only allowed seven jumps per level.

Get a good hard bounce from a blue square.



possible on the easy levels so that you can use it on the more difficult ones. After every three levels, there is a bonus sheet which is similar to



AMSTRAD 10-95  
ZX SPECTRUM 17-95  
COMMODORE 64 10-95



The name  
of the game

Officially licensed coin-op game from Nichibutsu.

Follow up to Moon Cresta. Now for your home computer.

Pilot your space fighter over the planet eliminating all alien life forms on its surface. Build up fire power on board as you dodge missiles launched from land silos and under-sea bunkers. Face the giant Death Star at the end of each orbit. You will need nerves of steel to pass this test!



of loading music for each game?

When loaded I couldn't believe my eyes. The screen was showing the various credits for the game, and it looked horrible. Just as if I had typed them in "print" statements. If you don't understand what I mean then check it out for yourself. You soon will.

As if that wasn't enough, the

**Now that you've got your armour on, you can do some zapping.**

file gone.

I found another 'P', changed, and found another one. On collecting this, my lasers changed from simple dots to banana shaped missiles which seemed to be more powerful. This is more like it. It's necessary to keep collecting these P symbols to recharge laser energy.

The screen changed to a greeny colour and as I quickly collected two more 'P's I was confronted by a huge dragon like creature, with three heads.

The creature started to blast me so I returned his fire with my super powered laser. He started to glow, and then, one of his heads vanished leaving two remaining. My energy

## GALVAN

IMAGINE  
64/128

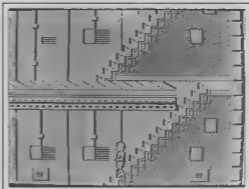
Price: £8.95/cass



**A**n arcade conversion is something to look forward to, and since Galvan was recommended to me I was expecting great things. Unfortunately, either I have completely different game tastes, or this one is nothing like the arcade.

The plot is simple and somewhat insane. Galvan is the sole surviving member of the Cosmo police and his job is to eliminate just about anything that moves in an underground labyrinth below the planet Cyrep. Sounds like cosmic genocide but I suppose they deserve it!

On loading I was presented with a nice title screen accompanied by music. The music was very familiar, and I soon remembered that it was the same as Parallax, Nomad and many other Ocean games. Please Mr Galvan, can't we have a new piece



▲ **Oops, lost your armour again. Go and find another P.**

music was terrible. This is too much it couldn't get worse. Surely not.

I was wrong. My man fell to the bottom of the screen and I began to get attacked by various things. I say things because although the basic shape of these strappers was human, the heads were square, the arms consisted of huge blocks and the legs were like matches.

Having recovered from the beating, I trekked farther into the complex of walls, stairways and bits of machinery, until I trod on a flashing 'P'. I changed instantly from a mere weakling dressed in blue and red to a knight, in shining armour and all that. Now let them guys hassle me.

Upon prassing the fire button, I unleashed a string of lasers which sent the enemy to an early grave. I was beginning to enjoy this. Then, as luck would have it I was thrown by a very sneaky flying eyeball and I hit the floor I lost my armour.

Now that I was defenceless, the big lunge baddie trampled me. One

was running out fast, and he still had two heads, each spitting lasers with deadly accuracy.

With all my strength I blasted him was down to one head now and started to back away, knowing I was going to win. Suddenly he vanished, I had won.

A door leading to the next level opened and I gathered up strength and charged through ready to face a new challenge.

But then... Oh no! The level was similar to the first one with barely any graphical difference. Is this going to be as simple as the first one?

It sure was and after killing the dragon on this level, the game went right back to the beginning. I didn't believe it, sure god for two screens of easy blasting is a disgrace.

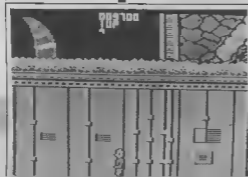
It seems Ocean have forgotten the standards we 64 owners expect nowadays. This is a very poor effort that makes little or no attempt to cover up for the fact. A blatant rip off!

Chris Carr



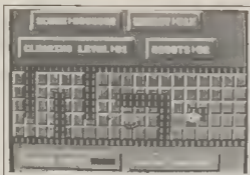
▼ **Without your armour only your right upper cut can save you.**

▲ **Carry on walking and you'll meet the dragon, ouch.**

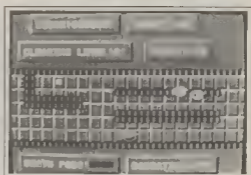


Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

**4**  
Overall



▲ No pods yet and radiation levels are increasing.



▲ Will the next level look just as boring as this one?

## ROBOBOLT

64/128  
ALPHA-OMEGA  
Price: £1.99/cass

This is one of those games which takes traditional arcade elements — aliens, robots, lasers, pods — and pares them down to the bare bones. All that's left is the strategic gameplay, which either makes or breaks it depending on your taste.

If the graphics were any more minimalist you'd be watching a blank screen — possibly a more rewarding experience. The aliens look like doughnuts, the pods are little squares, the laser bolts are black dots, and the scrolling landscape is a grid. The robot you control is another doughnut, without the hole. None of you want spiders and 3D perspective stuff here, mate.

What you have to do is pick up the pods in the correct order and deposit them at the oval assembly unit. There are four pods to each obstacle, and if they're out of sequence, then the unit rejects them and they're

sent back to where they came from. The aliens are about as troublesome as they're exciting to look at, but they do decrease your energy levels if you run into them. They can be despatched by firing bolts at them and, according to the instructions, the resulting 'explosion' (here on I Ose) boosts your energy. Not when I played it it didn't. The bolts can be fired in the direction you're facing, including diagonally, and then proceed to happily ricochet off walls forever, or until you fire another one.

That's about it, really. Once you've

figured out the correct sequence of pods then it's not so much a question of strategy as a case of expert joystick manipulation as you negotiate the horribly flickering maze to reach the assembly unit before your energy is consumed. Presumably later levels are more difficult, but will you be bothered to find out?

A real throwback to the early days of computer software, when a dollar sign being chased by an asterisk was the acme of sophisticated graphics, *Robobolt* is painful to watch and going to play *Avon!*

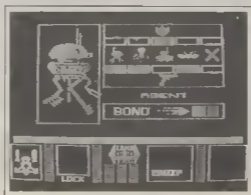
Bill Stooling

Graphics	1	2	3	4	5	6	7	8	9	10
Sound	1	2	3	4	5	6	7	8	9	10
Toughness	1	2	3	4	5	6	7	8	9	10
Endurance	1	2	3	4	5	6	7	8	9	10
Value	1	2	3	4	5	6	7	8	9	10

**2**  
Overall

## ASSAULT MACHINE

64/128  
NEXUS  
Price: £9.95/cass  
£14.95/disk



Next, the company who produced a game of the same name have just released *Assault Machine*. Your mission is to shut down a criminal planet called Targon, and stop it producing the *Assault Machine* a massive weapons system.

All you have to help you in this daring quest are four droids. These droids, named after famous detectives (Boho, Holmes etc) are used to search various islands on the planet, and relay information back to you.

Once your droids have told you

◀ This Bond will never get the part in a new film.

# TWO ON TWO

**64/128  
ACTIVISION**

**Price: £9.95/cass  
£12.95/disk**

This is the third basketball game to appear on the 64 Andrew Spencer's superb "International Basketball" being the reigning champ.

*Two on Two* however is a lot more similar to Activision's *One on One* — as the title suggests.

Those of you who have had the unfortunate experience of playing the latter game will immediately notice the similarities.

You control one of your team's two players and another player or the computer controls the other. Each team has alternate attacks on the same basket. Every time they score or fail the roles are switched and it's time to see if your "slam dunk" are as good as your "stealing".

*Two on Two* like all good sports sims contains loads of vignettes. That could even get me the much coveted "Understatement of the Year" award, as the game is almost completely reliant on them.

In the single player mode, for example, you have to choose which

Exits are left conveniently open for bored spectators.



SPORTS		
RECREANT GAZETTE		ISSUE 10
DIVISION STANDINGS		
SOUTH	WINS	LOSSES
STEAMERS	2	0
ORRELS	1	1
HAMMERS	1	1
KERRALS	1	1
MASTERS	1	1
LA LAKERS	0	2
NEXT OPPOSITION: KERRALS		
PRESS BUTTON TO CONTINUE		

## ▲ GBA Championship and the Steamers steam ahead.

your computer controlled ally should go to allow every single move.

Exactly how good you and your team mate are is determined by the "scouting report" at the start of the game. Further choices must be made to determine your skill level — a lengthy process involving the allocation of twenty six points in six different categories. Sounds complicated I know, but don't say I didn't warn you.

You're now almost ready to start. Just, because you still have to enter your team name and decide whether you want to play in an easy proxy exhibition game or jump

straight in to the mainframe of the GBA Championship (Competing in a league against five other teams from the North, South, East or West).

If neither of these appeal to you, you can always opt for the practice game — very dull.

The trouble with *Two on Two* is that when you eventually do get past the dozens of preliminary screens you find that the only gritty bit — the basketball itself is not exactly very action packed.

I was expecting great things from *Gamestar* but they didn't hold a candle to *Epyx* sport sims.

Ferdy Hamilton

Graphics	1	2	3	4	5	6	7	8	9	10
Sound	1	2	3	4	5	6	7	8	9	10
Toughness	1	2	3	4	5	6	7	8	9	10
Endurance	1	2	3	4	5	6	7	8	9	10
Value	1	2	3	4	5	6	7	8	9	10

**5**  
Overall

where the enemy bases are, you set off on a bombing run, against incredible odds, to shut them down.

You have three atmosphere craft (space ships) and you pilot these between islands dropping off droids or picking them up, as the case may be. The part of the game is a shoot 'em up and you control your ship like you do in *Gyruss*, blasting the enemy.

But before you can do this you must select the island you wish to search and then choose a droid to be sent. Each droid has its own strengths and weaknesses and you can define your own droids with a utility sapper on the topolisk.

The more defence a droid carries the slower it will move, less defence

and it will search quickly. It's up to you to decide.

If you destroy all ten islands, the assault mechine will be crushed, and you will have done better than me! Oh, by the way, all this must be done so a time limit. Just to make it a little harder.

The graphics are not spectacular but they're not that bad either. Average I guess. The only really good part of the game graphically is the map — it looks like a real map!

The sound is average as well and I didn't hear any tunes, which, as every 64 owner will tell you, is a crime in itself.

The verdict? Well, just a totally average game all round, really.

Chris Cain



## ▲ The map shows a total of ten islands to be destroyed.

Graphics	1	2	3	4	5	6	7	8	9	10
Sound	1	2	3	4	5	6	7	8	9	10
Toughness	1	2	3	4	5	6	7	8	9	10
Endurance	1	2	3	4	5	6	7	8	9	10
Value	1	2	3	4	5	6	7	8	9	10

**6**  
Overall

NEW

NEW

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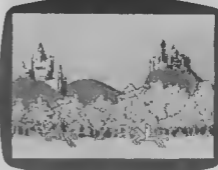
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Mick, Beer Belly Bill (aka nce Smithy!), Delboy Des, Obvious Des, Sure Shot Sid, Limp wrist Larry, and Tactical Ted. Each one is uniquely drawn. Beer Belly Bill is the overweight Jeckey Wilson type you might expect him to be, whereas Tactical Ted is more of the slimline Keith Deller type.

You must play your opponent the best of three legs at 501 until it is decided whether you go on to the

surely have been nauseating Nick! One of the game's best touches is the way the 64 announces "Wun hundred and eighty!" every time you get the big one up. A pity they didn't squeeze a bit more sound in.

M.A.D. have certainly stuck their necks out here, and have produced

Now if only Jocky Wilson could cut such a swathe profile when he steps up to the Ocky.



180

180

180

**64/128  
MASTERTRONIC  
MAD GAMES**  
Price: £2.99/cass

**A**s you will all know, there has not yet been a decent darts game on the 64. Many have tried, all have failed. Why? Well, how can you simulate the sinking feeling of hitting the wire surrounding the treble twenty? Or could it be that the refreshments your computer has to offer are considerably inferior to those of your local.

Mastertronic have decided to ignore any doubts gamers might have and hence have produced 180.

There are three games that you can play, the first is a practice mode "Around the clock". You must hit all the numbers in order before sixty seconds runs out. In order to shoot you must guide an animated hand across the screen using only the diagonals, and then press "Fire" to shoot over the required number, so as to simulate the treckness. (Beware - the bolt! - Ed.)

The two-player mode is just straight forward 501. The first one to get down to zero wins, but you must finish on a double.

The main game involves you entering a darts tournament in the semi-finals and you must face one of the eight opponents that Mastertronic have provided. Waiting to get up to the 'ockies are Mega

next round and a new opponent - or if your next stop is the bar! If and when you finally manage to reach the final, you will now face the crime de la crime, the Dage

what now stands as the best darts game on the 64, the graphics are quite nice and there's some good effects.

Darts is a strange game to play on the computer, but you'll find it makes a lot less boring than living room wall. And the game's a real bonus for those of you lousy at darts. Do your parents a favour - buy it.

Ferdie Hamilton



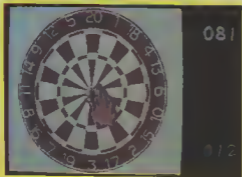
Release your dart when the random-movement hand is over the required number - not easy.



Eight potential opponents await you in 180.

Maradona of the darning world, the ultimate, Jammy Jim. The only man who gets a nine dart finish every game and he makes me sick.

A bit of toughness is alright in a game, but I don't like it when it gets boring. Who wants to play against someone who gets the same score every game that he plays, especially when it's 180? Jim's name should



Graphics	1	2	3	4	5	6	7	8	9	10
Sound	1	2	3	4	5	6	7	8	9	10
Toughness	1	2	3	4	5	6	7	8	9	10
Endurance	1	2	3	4	5	6	7	8	9	10
Value	1	2	3	4	5	6	7	8	9	10

**8**  
Overall



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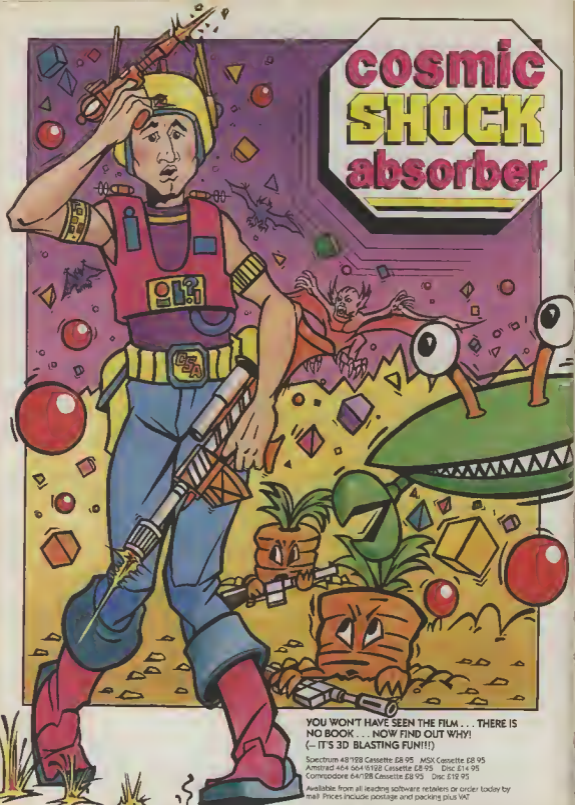
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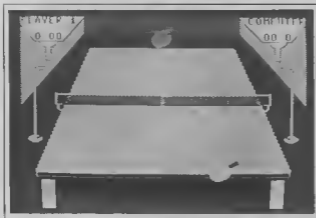


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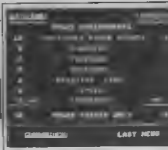
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End view, watch out for the nasty cross-court serve.

Nice range of options but do they make any difference?

the ball goes the easier it is to hit. Both bats are joystick controlled and there's a vast selection of just two shots: forehand and backhand. Like most ping pong games, the direction the ball takes depends on which part of the bat it hits and also whether you're playing forehand or backhand. When preparing to serve, you'll see the ball move continually on and from your bat — smacked next of a yo-yo



# SUPERSTAR PING PONG

64/128  
US GOLD

Price: £9.99/cass  
£14.99/disk

By the words ping pong to a dedicated table tennis player and he'll probably batter you with his bat. But mention the name Desmond Douglas and he'll get excited — the rest of us will slug our shoulders and say, "Wind?" So ping pong doesn't line up with Himalayan hang-gliding as a big thrill sport, nor does *Superstar Ping Pong* make much impact as a simulation.

Ping pong was one of the first games to be computerised way back in the days of games consoles. And US Gold's offering is just a scuffed up version of the good-old pink plok plok scenario.

*Superstar Ping Pong* gives you plenty of pink plok but tries to liven things up with classy graphics, a jaunty tune and a whole load of playing options. Unlike Imagine's *Kaputa* conversion, this game offers

you simply watch the computer play itself — pretty pointless.

Before you start playing, there's a number of shot attributes you can set up. Both players are assigned a total of twelve points which must be distributed as you see fit amongst five factors: smesh, forehand,

Time your serve to get either a fast and straight serve or a bouncy and loopy one. And that sums up the skill factors in this game.



Choose hyperdrive for some real Desmond Douglas stuff.

backhand, reaction time, speed and endurance. This sounds impressive but, however I set the values, I saw no noticeable difference in my play — when I actually managed to hit the ball.

Apart from that lot, you can set the number of games needed to win, whether you change ends after games, and the three speed levels. Those are: beginner, normal, and hyperdrive. Funny enough, the faster

My main criticism, apart from my problems in hitting the ball, is the speed at which your computer opponent serves. You've just been left sprawling at the far side of the table by a dazzling cross court backhand and the computer immediately serves to the other side — nasty.

I reckon if you worked at it long enough, you might even achieve a string of shots in this game and one day you might beat the computer. But you've probably got better things to do.

Bohdan Buciak



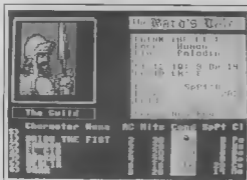
Side view: much more difficult to hit shots.

you a choice of two views: side view or end view and more importantly, a one or two player option and a 'too tired' option where

Graphics	1	2	3	4	5	6	7	8	9	10
Sound	1	2	3	4	5	6	7	8	9	10
Toughness	1	2	3	4	5	6	7	8	9	10
Endurance	1	2	3	4	5	6	7	8	9	10
Value	1	2	3	4	5	6	7	8	9	10

5  
Overall





▲ Comprehensive on-screen information is given on each character.

tradition. Next you select the class of your character.

Warriors, paladins and hunters make up your main fighting force: wifrit conjurers, magicians, sorcerers and wizards take care of the magical side of things. A bard might also come in useful, his songs help to heal the wounded and spur your warriors to greater effort. If all else fails, at least he'll be able to tell the story afterwards!

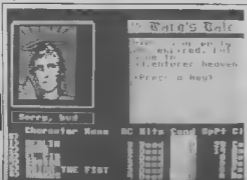
Having chosen your team, you're ready to leave the Adventurer's Guild, and explore the streets and buildings of Skara Brae. Your first stop should be Garth's Equipment Shoppe, just up the road. Here you can buy and sell armour and weapons and, for a fee, he'll tell you if an item has magical powers.

Other buildings you might care to visit are ones that let your bard drink too much whisky, for a price, the innkeeper will talk. Temples are places of healing. Here, you can resurrect a dead colleague and heal your party's wounded — again, for a price!

Other landmarks on the map (apparently) are Mangar's Tower, Kyleen's Tower, numerous locked gates, garden statues, and the city gates. Entrances to the dungeons are well hidden, as is the office of the Revue Board where your efforts in combat are rewarded with extra powers.

As you wander the streets, don't

▲ It's the end for you, and the rest of your mates.



be misread if you are attacked. Numerous nasties roam the streets singly and in groups. Naturally, you get the option to fight or run, but you don't get combat experience by legging it! At night, the situation worsens, the chances of being attacked increase dramatically and the nasties tend to travel in larger numbers.

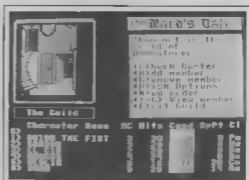
For those of you not familiar with the combat procedure in these games, you get the opportunity to choose who will fight with what and

▲ Examples of nasties you'll meet.



who will defend the party. Magic users can fight or cast spells, rogues can hide. Only the first three members of your party can attack the enemy but you can reassign the marching order.

Once you have made your selections, the computer takes over. Your instructions are carried out until



▲ You must choose your room before leaving the Guild.



powerful magic going down!

Visually, you could not wish for more. The large area in the upper left of the screen shows a view of whatever's in front of you: streets, buildings and enemies. To the right of this window is a text area. Instructions and information scroll upwards here: the state of a battle, the details of a character, Garth's catalogue of weaponry etc. The bottom of the screen is given over to current info on your party.

The name of each character is followed by his armament rating, his maximum and current 'hit power', physical collision and spell points etc. Pressing a key 1-6 will produce a character's dossier in the text area, displaying all his physical and psychic strengths, experience and wealth and what he is carrying and using.

As you advance your character's persona, you will want to save them. This can only be done on a pre-formatted disc while at the Adventurer's Guild. The data is stored in coded form to prevent tampering, but an option at the start of each game allows you to copy character data from one disc to another, allowing you to 'back up' your characters.

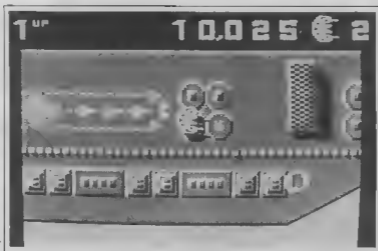
Sound is limited to the songs of your bard when you instruct him to play, otherwise the game is played in silence, a welcome change from the raucous strains of many games.

The manual provides a wealth of information, lists of spells and character attributes as well as some handy (if cryptic) hints on game play. The Bard's Tale is definitely a game for all those long winter evenings ahead.

Fred Reid

Graphics	1	2	3	4	5	6	7	8	9	10
Sound	1	2	3	4	5	6	7	8	9	10
Toughness	1	2	3	4	5	6	7	8	9	10
Endurance	1	2	3	4	5	6	7	8	9	10
Value	1	2	3	4	5	6	7	8	9	10

9 Overall



Hit the wall and a synthesised voice laughs at you. "Ho, ha, space sawdust".

the same thing here and move on to the next boss a moon base. Mightily similar graphics here but a few colours let you know you're not still at sea. And so it goes on. And like *Uridium*, there's a blast interval between levels.

What's *Psychastria* got that *Uridium* hasn't? Well, it's got speech. It's got speech that can be turned off. It's got speech that's so annoyingly stupid it has to be turned off. How about "Ho, ha, ha, space sawdust" for balthy? It's also much more difficult to play. On higher levels, walls don't just appear at intervals, they're built like a maze. Conningly, Gary puts his energy cylinders in increasingly tricky places. One right next to a wall or down a cul-de-sac, very cunning that. And the enemies are crazier, less predictable and give you less of a chance than England against Maradona.

I really should praise this game for smooth scrolling, good

## PSYCASTRIA

64/128  
AUDIOGENIC

Price: £8.95/cass  
£11.95/disk

**M**y maths teacher used to bend my ear with Modern Algebra (revised edition) for copying my homework. So go stand in a corner Gary Parbo, author of *Psychastria*, and do a million times "I shall not copy other programmers". While Gary shrives outside the headmaster's door, I'll tell you his crime. He has copied *Uridium*, gup.

Want to know what *Psychastria* is about, what it looks like, how it plays? Then go read our *Uridium* review in last March's issue. Maich was a long time ago, couldn't he find something a little newer to crib?

To be fair (and why should I?), there are a few differences, but they don't alter the general feel of the game; they just make it a few wazp factors more difficult. Unlike *Uridium*



The little dot is one of the ten energy cylinders you must blast.

where you aim is simply to shoot your way through a mass of Polo mints to reach the end of each of the 16 fortresses, in *Psychastria*, you have to blast ten energy cylinders along the way before you can land at the other end.

And then what? Just to be faithful to the original, Gary makes you go all the way back at a preset speed so the time you don't have to avoid all those carefully placed *Uridium* like walls and thegraph poles. The idea is that you try to get axile points by guilting all my targets you missed the last time round.

Then you move to the next base. This one's a sea base — same style of graphics but different colour. Or

manoeuvrability, impressive graphics and nice music — but I won't. We said all that about *Uridium*, and *Psychastria* is little more than *Uridium* taken to extremes.

If you've already played and enjoyed *Uridium* you probably won't get the same sustained thrills from *Psychastria* simply because you're now playing newer and more original games. So that'll teach you not to waste money on really cheap.

For those of you who missed out on *Uridium*, *Psychastria* is a much stiffer challenge, and it's one pound cheaper. But I'll bash you with my maths book if you go out and buy it.

Bohdan Bucich

Spot the craters.  
Yes, you're flying on  
the moon.



Graphics	1	2	3	4	5	6	7	8	9	10
Sound	1	2	3	4	5	6	7	8	9	10
Toughness	1	2	3	4	5	6	7	8	9	10
Endurance	1	2	3	4	5	6	7	8	9	10
Value	1	2	3	4	5	6	7	8	9	10

6  
Overall



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## Screen Scene

Use a bit of welly to kick the dog down

When the game loads, you are asked to select the four commanders to actually enter the fortress. To help you choose wisely, you can review each commander's personal file before selecting or reacting to her/his. The first level of the fortress consists of around 30 rooms interconnected by corridors, windows and doors.

Screen 37's small window showing the combination numbers collected so far, and a digital counter counts down from '999'.

Some scenes allow fairly rapid movement while others are dreadfully slow. This seems to depend on the amount of background action going on (robots moving etc.) Having said this though, the little black-clad commandos seem remarkably agile and can leap, dive, crouch and kick and chuck grenades with precision. Although the music is non-existent,

## STRIKE FORCE COBRA

64/128  
PIRANHA

Price: £9.95/cass

**P**ulling on my best SAS black belacivia and rubber-soled shoes seems to be almost sacred robes these days, what with *Impossible Mission*, *Ninjab*, *Sabatour* and the like, so here goes with Piranha's latest action-packed epic — *Strike Force Cobra*.

The plot goes something like this (you can probably guess it but don't spoil my fun): a group of badasses known only as 'The Enemy' have built a computer capable of hacking

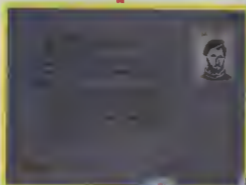
By carefully manipulating the joystick, you can make one of the commandos blow open a door, jump through a window, even break-through! Your weaponry consists of a light machine gun and an unlimited supply of hand grenades. As you see: the first bad-guy presence is detected and the main computer is set running to steady advantage. If there is not on your side! To penetrate all four levels you will need to give your way past electronic traps, mines, robots and human guards, and get your cunning to crack the maze.

There are several scientists kidnapped and forced to build the computer and hold captive in the fortress. Each scientist knows one digit of the computer room's nine-digit combination lock. You'll have to know at least six of them to have any chance of using your 'digital lock

the sound effects are quite abundant. Warning klaxons, explosions, the chatter of machine guns and the whirr of machinery is all you hear, but what else do you need?

Controlling the characters is easier than a lot of these fighting-style games, the joystick only controls the left and right movement of the

Your man's nifty at jumping through windows.



Crasher McWort is a tough customer, you'll need him.

You've found a scientist to interrogate.



etc. and controlling the world's defence computers. (Wow. How capital of G.)

Thrustened with something of a nuclear deterrent, eight of the world's super-powers have each donated their top 'man' to make up a ten-idle hitcock force, code-named 'Cobra'. You, as the project controller, must choose four of the eight to make up the strike force that will storm the enemy's fortress and destroy their computer.

All four commandos are needed to complete a level, and they will need to co-operate with one another to have any chance of success.

'breaker'. The scientists can also offer you some valuable assistance, if you know how to use it. Your immediate aim on the first level should be to interview the scientists and assemble your team.

You view the proceedings from an unusual angle, looking down into a room from one corner. I found this a little confusing at first, but soon saw the advantage this viewpoint gives. Superimposed on the bottom of the

character. The other actions are all controlled from the keyboard.

I enjoyed *Strike Force Cobra* immensely, right from the start. The game has just the right blend of fighting skills and strategy (definitely a thinking man's game) to hold my interest for long periods of time, and I think it will be another week or two at least before I progress to the second level.

Fred Reid

Choose four from this pretty nasty bunch.



Graphics

Sound

Toughness

Endurance

Value



8  
Overall

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# ALIENS



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*ALIENS*



Choose your star, the location, the action — and roll the camera.

with your atomic breath (who's been eating too much garlic) or if it's The Gleg, just a touch is pure destruction!

Let's see now, what can you choose to do? Well the actions go like this:

**Escape.** You have been captured and have broken ties of your bonds. Now you must escape from the city. This is an easy one.

your baby — and that makes you mad! Rescue your baby from the city and destroy every building in sight so they know who they're dealing with.

In the instructions, you are given a map of the areas and as it is marked famous landmarks. One thing



## MOVIE MONSTERS

**64/128 EPYX**  
**Price: £9.95/cass**  
**£14.95/disk**

Tarantus roams London in search of a Big Mac.



very strong but a bit slow, and Spectra is very fast, but recovers slowly from wounds.

First of all you must choose your monster, location and action. Once you have done this, you are presented with a cinema screen, well, it is supposed to be a film! The curtains rise and the game commences. The plot is shown as a sort of introduction, a bit like Flash Gordon when you are told what happened last week, and then you start your monster mission.

Depending on what you have chosen, the screen sets itself and you begin wandering around. If you choose to go Berserk, then you can start statantly, using your monster powers. All monsters have a paralyzing scream and the ability to atomize aircraft as well as their own special weapon.

If you chose Godzilla, you can have immense fun burning down buildings

**Godzilla goes to Hollywood. Or is it Paris, or Moscow or New York?**

**Berserk:** My personal favourite, this one lets you just smash everything and anything. The great fun to squish cars, and very few or demolish buildings with a laser. Look! Spectra for detail, all you have to do is get your head as much as you can before you get destroyed.

**Destroy Landmark:** Being a monster, you can hear high pitched noises so when they hear a radio transmitting, you can use it as a funny 'So off you go to destroy the blasted thing in order to get a good night's kip.

**Search:** In this, the last option, some nasty humans have got hold of

London the landmarks are Tower Bridge (UK), Royal Naval College (Surrey), Oval of London, (of course), Big Ben (Metually) and lastly Epyx House (WTF!).

The graphics on each character are quite nice, if you choose Tarantus is this good and Godzilla even has a face.

Oh well, resigned killing. Sure when he's about to smelt it for the buildings, well they are blocks with no real detail, and it just bang, smash, well odd tank, ambulance or car now gone. Nothing too exciting.

How would I buy this game? Well, if you have it a bit slow, the graphics are nice, but the sound is not the best parts as his monitor. On the other, it's great fun watching buildings, burning tanks and eating people.

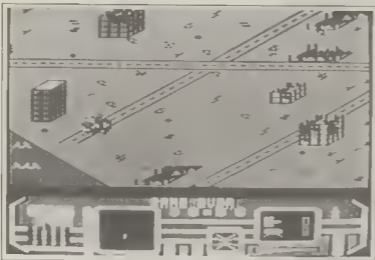
Chris Cole

**Mechatron tries to look like a traffic warden.**



Graphics	1	2	3	4	5	7	8	9	10
Sound	1	2	3	4	5	7	8	9	10
Toughness	1	2	3	4	5	7	8	9	10
Endurance	1	2	3	4	5	7	8	9	10
Value	1	2	3	4	5	7	8	9	10

**6**  
Overall



down a saucer you need to be at the same height as well as latitude.

When this first obstacle is removed you should be able to drop to the ground by a bunker and let the escapees pile in. It becomes clear that like the Tardis, the Panther is bigger inside than it is outside. If you're feeling a bit evil you can have some fun by descending to pick up some refugees and then take off just as they reach you. Watch them waver frantically as the enemy saucers close in.

By now you will have fantasized yourself with the computer display at the foot of the screen. This basically houses a radar screen and pumps out various information coldly informing you "Beta wave launched!" — and there's a whole Greek alphabet to come. Back into the air but this time

◀ You've made it to the fourth level, and that's yer lot.

## PANTHER

64/128  
MASTERTRONIC  
Price: £2.99/cass

This shoot 'em up has a lot in common with the two Blue Max games that did such a lot for U.S. Gold's cash flow. The same technique of 45 degree scrolling is used with the illusion of full three

dimensional flight achieved by the use of shadows. The landscape changes just as it does in these games, but there's nowhere near the same depth of gameplay — so don't think you're getting held of a bargain substitute. If we compare Panther with other cheapo space games instead, then it becomes obvious that £3 buys a reasonable list with an unusual visual presentation.

The idea is to skim over the ground looking out for bunkers which shelter little white men who were trapped when the enemy overtook your territory. These chaps have to be transported to a space port and freedom. You pull back on the joystick and the pulsating surface skimmer lifts off the higher it flies the quicker it goes.

You are hovering along a railway track that cuts its way through a brown desert. Oil derricks are pumping merrily away when suddenly you are confronted by a UFO. This is no mindless kamikaze craft on a ramming course, it lofts and weaves rolls, gyrates, back tracks and spits out dev'lish whirlygigs. I found it best not to overtly enemy craft try to keep them in front of you as you can only shoot straight ahead.

Mistakes can be rectified by losing speed (by descending) so getting back to a head on dual. In order to

you're facing two saucers, then three etc. By the time the formations are up to twelve things are getting hairy and you need to develop a decent battle technique.

The railway track disappears but there's more desert to cross before you reach the green fields and the road network with its scattered, devastated buildings. You are still dodging your lane between dog fights and swooping down to the rescue. Even when you get out to sea the careful not to ditch in the busy wayward refugees turn up on oil platforms. These platforms don't appear on every sortie for some reason.

With a bit of luck you should still have some lives left when you reach the blitzed city. Drop below the radar horizon smartest otherwise deadly SAM missiles will turn you into tomato ketchup. This stage is similar to the one made in Starblitz but in full perspective. If your nerve holds you should be able to snake a path through the buildings to the space port, unload the Waijies and go round again.

To be frank, once you've had a few successful rescue missions interest is bound to wane, yet if you haven't got Blue Max I'd say it's worth grabbing a copy.

Lauree Sampson



▲ The nasties look good but your ship resembles a sordine tin.

▲ Pick up the little men coming out of the bunker.



Graphics	1	2	3	4	5	6	7	8	9	10
Sound	1	2	3	4	5	6	7	8	9	10
Toughness	1	2	3	4	5	6	7	8	9	10
Endurance	1	2	3	4	5	6	7	8	9	10
Value	4	2	3	2	6	9	9	9	9	10

**7**  
Overall

# THE TRANSFORMERS

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▲ A successful lift of 90 kilos for our man...

## WORLD GAMES

64/128  
EPYX/U.S. GOLD  
Price: £9.95/cass

Screen  
Star

Anyone who has the faintest idea of themselves a 64 games will have seen Summer and Winter Games and expect this to be another one. You're in luck because the Epys have done it again. *World Games* is undoubtedly going to be the sports sim on the shelves this Christmas. (That is unless Epys produce their next one.)

*World Games* is a collection of eight physically grueling events, each done in different countries around the world. Before you actually get down to the nitty gritty, you have to deal with the usual, faultless Epys politics screen. As with all the games, new beginners can practise any sport they wish at their leisure.

enters your name and it's off to the land of the Redoubt!

### Weightlifting (Russia)

There are two different types of weightlifting: "the snatch" and "clean and jerk". If this sounds familiar, then you've obviously read my *Go for Gold* column last month. It am deeply toasty. The central method is almost identical to its cheaper counterpart but, as you'd expect the Epys one is more than twice as

Perfect attention to detail in both graphics and sound, has now become a trademark of the Epys sports sims. When lifting the weights, the player-controlled character will screw up his face in agony and then when he's just about to chuck it over his head, he takes long, deep breaths.

### Barrel-Jumping (Germany)

Only the crazy Germans would dream up an event like this. How many Englishmen that you know would go out in the middle of winter and

attempt to jump over fifteen barrels of Hakenstein whilst wearing ice skates! You have a choice of how many barrels you feel brave enough to attempt, they range from three (pathetically easy) to twenty (outrageously lousy!) As with all the events in the Epys game series the graphics are amazing, so much so it is often tempting to fall. If you do you will see a rather unglorious skater come smashing through the ice. Brilliant.

### Cliff-Diving (Mexico)

I have often wondered what motivates people to do such a suicidal "sport"? This doesn't need to say that I don't throw on dung in the safety of my own armchair. There are several different heights that you can choose to take your dive off. The higher you jump from the more that you are likely to score but, the more risky it is. Another way of gaining a good score is a

Cliff diving — for nutters only — our man looks like he's getting cold feet.



▲ An unsuccessful attempt in Germany's barrel-jumping competition. Brrr!

think you've got the game sussed, you can then compete in a full tournament over four the day, even if you don't have one particular event. Again it's one for collectors used to Epys. I have not yet found a way around this but you'll find yourself rummaging through the lot just



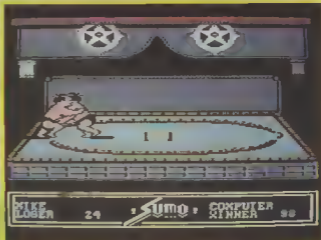


stylish dive. Will you complete the perfect Swan? Or will you rip your insides open on the side of the cliff? ... Duchi! You can almost feel the pain.

**Slalom Skiing (France)**

I would have expected to see this event on the earlier Winter Games. You have two attempts in which to get through a long, downhill slope beware of all flags and trees, or there will be a nasty fall, and disqualification! Tres Bien.

Sumo wrestling, get plenty of chip butties down you.



**Screen Star**

**Log Rolling (Canada)**

The sport was started by lumberjacks in the 1840's. The object is to roll your opponent off a log floating in water. By moving the joystick left and right, you will move your feet and put you opponent off balance by changing the direction in which the log is rolling. This should cause the meanest joystick waggler some bother.

**Bull-Riding (U.S.A.)**

Trying to stay on the back of a two thousand pound slab of prime steak for eight agonising seconds isn't exactly my idea of fun. Epps, you must think it is, as this is the next challenge you must face. There are five bulls to complete against from the easiest, Ferdinand (no relatives) to the hardest, Earthquake. There are three different moves the bull can do to get rid of you, halt,



back and spin. Each move is counteracted by moving the joystick in a specified direction. Watch out for Earthquake, he's mean!

**Caber Toss (Scotland)**

It's back to the hills of Bonny Scotland, for the highland favourite. You must carefully throw your staps or

Ferdy gets a bit bullish with Mike. Kicks him sowbeyl!

the tree trunk like caber will come crashing down as you rot, burying you in the ground simultaneously. When you gain enough speed, then you can toss! But there's more to it than that. You must be careful of what angle you throw or you could end up with a broken leg, or even severe hernia. If you manage to complete the event you are the

Caber Toss — a bit of nifty balance needed here if you don't want to end up driven into the ground.

treated to a magnificent bagpipe tune that the Highland Guards would be proud of. Possibly one of the best pieces of music ever to come out of the 64's sound chip.

**Sumo Wrestling (Japan)**

This event is hilarious. You are in a small ring with another hippo-like wrestler and you must push each other out of the ring by grabbing one another's G-string. You may also wear the hour by holding the opposing wrestler's Mamma's nipple. There is an assortment of different moves you can do, shove, shove and pushes. There is also a spectacular over the head throw, which involves you lobbing the other fatty over your shoulder. The best part is watching him lying there, helplessly. This is my favourite event and would have made a worthy full price game for most companies.

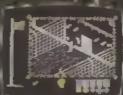
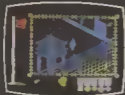
As you can see World Games is just as good as the other games. I only have one reservation and that is that it's not better than the other. It might sound a bit mean, but I was looking for the kind of improvement that Superstars Summer Games 1 and II, masterless World Games 4 excellent. I'll look forward to Winter Games II but meanwhile I'll enjoy this.

Ferdy Hamilton



Graphics	1	2	3	4	5	6	7	8	9	10
Sound	1	2	3	4	5	6	7	8	9	10
Toughness	1	2	3	4	5	6	7	8	9	10
Endurance	1	2	3	4	5	6	7	8	9	10
Value	1	2	3	4	5	6	7	8	9	10

**9**  
Overall



THE

# GREY



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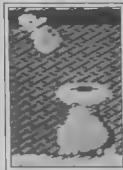
Commodore  
Big 5 each  
Amstrad



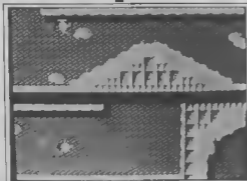
# KETTLE

**ALLIGATA  
64/128**

**Price: £9.95/cass  
£14.95/disk**



**Help or hinder your  
opponent in two-  
player mode.**



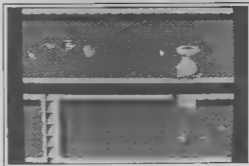
**P**ointed on the play of *Kettle* are the words "Action packed, with nerve tingling excitement!" Did Commodore User say that, or maybe C&GV? No, Tony Crowther — the author of the game, did! Very modest of you Tony but does your game really deliver like you say it does?

*Kettle* can be played alone or with a friend using the split screen technique. The idea is to help your kettle escape a complex underground system made up of thirty levels.

To escape from each level you must locate a tin opener which is hidden in one of the bubble smelting bowls. Contact with one of the bubbles drain your energy so, for protection, you are provided with your own little minder or "cruza" which orbits round you and feeds at the players command.

To locate the tin opener you must smash your cruza into one of the bowls ten times. Unfortunately you don't always find a tin opener. Always appear and drain your energy or the bonus points which boost your score.

In the two player option you may choose to help or hinder your opponent. You could also let your opponent do all the dirty work than



**▲ Now where did I put that tin opener?**

up or add the rewards (remember: *Spy vs Spy*, Tony?)

Unfortunately *Kettle*'s two player option is far from brilliant. Other split screen games like *Battleizer* and *Pixzap* give unbelievable thrills when played with a friend. In complete contrast, *Kettle* in two player mode is laughable. Your kettle becomes indistinguishable from your opponent's and the game becomes a frantic case of wobble the joystick and hope for the best.

The one player game is much better and is reasonably enjoyable, even small amounts of addictive creep in and the ridiculously difficult fifth level killed a cat!

As all Crowther games the graphics are large, bold and very colourful. The scrolling is smooth and

everything is well defined. But nothing struck me as particularly exciting or inspiring.

Upon loading you're treated to a 1986 12" disco mix of "Polly Put the Kettle On" — it's know my jazzy rhythms. This rather appropriate tune is really very good unlike the in game music which is null.

Fortunately it is possible to choose sound effects during the game which are much better and more helpful.

It is a real shame about the two player game on *Kettle*. Everybody loves a good two player game and this one could have really worked. Sadly, Crowther cocked it up and we're left with another mediocre title.

Colin Clarke



Graphics	1	2	3	4	5	6	7	8	9	10
Sound	1	2	3	4	5	6	7	8	9	10
Toughness	1	2	3	4	5	6	7	8	9	10
Endurance	1	2	3	4	5	6	7	8	9	10
Value	1	2	3	4	5	6	7	8	9	10

**6**  
Overall

# THEY STOLE A MILLION

64/128  
ARIOLASOFT

Price: £9.95/cass  
£14.95/disk

**A**light, put away the silvered vest, the swag bag and the robbery. This is serious robbery, robbery with intent to steal a million quid.

*They Stole a Million* gives you five increasingly lucrative and difficult places to rob, starting with a small-time coin dealers and eventually

has a first and second specialty, and each will demand a fee plus a percentage of the big. So Dynamite if Arty blows holes but he also drives. He's not as fast as Adam Priest, who's a muscle man too. Choose up to four villains and the appropriate fence and you're off to the next stage. The computer keeps tabs on your spending and won't let you exceed the limit.

That was the easy bit. Now you're planning the job, using the blueprint which appears on screen. Each villain has to be co-ordinated step by step by selecting the action icons available for that particular villain: move in any direction, pick locks, open doors, blow things up, smash them, disable alarms and pick up loot. The seconds tick away though not in real-time as you proceed.

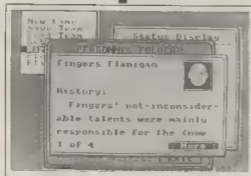
Trouble is, you can only plan the moves for one villain at a time so you must watch the seconds elapsed carefully at each stage in make sure there are no potential holdups and that members of the team won't get in each other's way. Trying to get Arty into a room before Charlie

each member is doing inside the building and make a run for it. Things go drastically wrong — and they probably will.

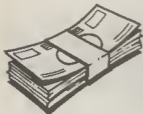
As late as you will be, you'll know that *They Stole a Million* as easy as it's made. It's very difficult, it'll involve you scribbling on the backs of envelopes frantically unscrambling tracks that make members of the team foul up each other's work. You'll look more like the *Leviathan* Hit Mob than the gang who did *The Italian Job*.

*They Stole a Million* is a clever and well-designed program. The whole thing is icon and menu driven so it's easy to get the hang of playing. Information is attractively presented on pop-up windows. Also to its credit is a catchy little tune.

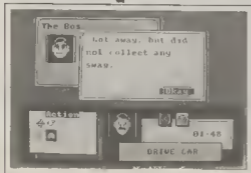
On the bad side are the graphics in the blueprint and robbery stages which are rather barren. A little more detail would have been welcome. Also, since you'll have to read quite a lot of text in the first stage the programmers might have made the descriptions of targets and villains a little funnier. I only got one Charlie



▲ You get a case-history and o mugshot on 18 assorted villains.



▼ There'll be some questions asked when you get back.



inviting with the Nabazek Museum in Cairo — large scale loot here. Since setting up the heist, we'll be using underworld jargon from now on: costs money, stony, upholds, you start with £55,000 but you'll need to succeed in each job in order to fund the next and bigger one.

The first stage involves choosing a target, picking the team, acquiring information about the place you're robbing and finally getting a fence to dispose of the goods. Now all that costs money and your initial £55,000 doesn't go far.

A blueprint and general information on your target is free. But you'll need more info, and there's plenty to be had for a price: like details of security and alarm systems, and what loot is to be had. It's well worth buying.

But don't get carried away: better choose your team. Case histories on eighteen villains are provided. Each



volts has disabled the alarm, you're no points.

Once you've laid down a track for each villain, you can rewind, fastforward and edit bits in and out. Only when you're reasonably sure that all the tracks will work together do you 'run' the robbery.

As the Boss, you've given you call the cushy job at lookout and you can intervene if things go wrong. So you 'freeze' the action if the old Bill cross past home in to see what

▲ The robbery stage, looks like you'll have to help the boys inside.

out of the whole lot. I enjoyed *They Stole a Million* because it's original and involves using your loot a little. It's reasonable too. You don't have to start off over again if the robbery goes wrong, you simply go back to the blueprint and edit the tracks. It's enough to make Ronnie Biggs come out of retirement.

Richard Buxack

Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

**7**  
Overall

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► The mystery of the Bermuda Triangle is revealed.

compass problems. To help deal with these various scenarios, the Super Huey is equipped with two Brmm machine guns holding 1000 rounds each and 20 short-range air-to-sea missiles. You can tank up with carbon dioxide for the firefighting role and lower a hoist for rescue operations.

But before you can start on any of these missions, you'd better read the instruction booklet carefully. Sadly, this isn't as informative and explanatory as it should be. The instructions about navigation were confusing and complex and the write-ups about the different game plays left me in the dark about what to expect and what precise objectives I was supposed to achieve. You get a

## SUPER HUEY II

64/128  
COSMI/US GOLD

Price: £9.99/cass  
£14.95/disk

Concorde pilot Captain John, hasn't flown a chopper for years — in-flight champagne-caviar and cello beams are mere his sons. But this month he's putting away the wings in favour of a set of rotor blades as he tests US Gold's latest flight sim, Super Huey II from Cosmi.



used to fly helicopters—many years ago when they were much more difficult to pilot using aircraft in the sky. He's a pilot, not a pilot.

These days, pilots are more likely to be found in a cockpit, rather than in a cockpit. It's a job that's not as glamorous as it once was, but it's still a job that's not as glamorous as it once was. It's a job that's not as glamorous as it once was, but it's still a job that's not as glamorous as it once was.

Super Huey II has more game benefits to it than most flight sims. In fact, there are six scenarios included: A Huey has been stolen by a madman whose aim is to destroy all the bases in the area. You must try to stop him.

**Brushfire:** Takes place in the rolling hills of California. Fly over the affected area using thermal imaging to locate the fire and release carbon dioxide to put it out.

**Gulf of Taree:** Highly topical the



► Shoot-out in the Mediterranean, missiles come in very handy here.

one. You're on carrier duty in the Mediterranean and the role is reconnaissance of shipping and fighting on possible terrorist advances.

**Oil Fire:** An oil rig at night has been attacked and you must use the equipment on the rig to rescue personnel and put out the fire.

**Bermuda Triangle:** This one's a mystery. Nobody knows what evil happens in this infamous Triangle.

**Arctic Rescue:** Puts you near the Pole, where you will encounter severe weather, constantly moving mountains rising up from the ice and

cockpit computer which is virtually impossible to read. The information is reliable.

In the end, I decided that success was going to depend very much on



trial and error as I selected one of the mission plans and got ready to fire up the helicopter, and get used to its flying qualities.

You must be careful to follow the instructions for engine start precisely. If you take shortcuts, there's a strong risk of causing rotor wear which will necessitate a forced landing in mid-mission. By the way, the sound effects here are very good. The noises made by the engine and rotor winding up are very realistic.

Then just practise takeoff and touchdown and acceleration to forward flight. Get used to the feel of the aircraft by trying turns, climbs and descents. Above all, try and get used to the instrumentation.

Here we come up against what I see to be a major problem. Neither the flight nor engine instrumentation

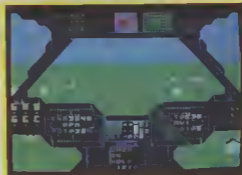
southwards while I was steering due north to be absurd and disorientating. Similarly, the plot moves east whilst you're steering west, the whole thing is 180 degrees out of phase.

Generally, the reality of embarking on any one of these six missions is considerably more complex than the instruction manual would suggest. I never found any fuel in California, for instance, and I suspect this was a result of confusion caused by the navigation problems I referred to earlier.

The moving mountains in Arctic Rescue appear out of nowhere to strike you down — it's all thoroughly unrealistic. On the other hand, Bermuda Triangle is so realistic it's incomprehensible whilst shipwreck and submarine in the Gulf of Terror look like cardboard cutout models. Worst of all, the home base (the



▲ One of the landing bases which provides refuelling.



▲ Little Californian houses ready to be consumed by flames.

## CAPT. JOHN HUTCHINSON REVIEW

have any resemblance to what you'd find inside a real Huey. The instruments are far too small to see properly, the overall effect is of a very cluttered cockpit which need not frustrate you. Still, there is a **major** of information available in the form of instruments and warning lights but

a compass or a heading pad in California is not graphically orientated at all. The only indication that you're over a landing pad is that the navigation display starts to blink. There is absolutely no visual cue whatsoever when you're a few feet above the touchdown zone. Only then does a symbol appear to



▲ A mountain of ice rears its ugly head in the Arctic.

you need to make constant reference to the manual to interpret it.

As for the navigation logic, I eventually came to the conclusion that there wasn't any. I found that the convention of the navigation plot of the helicopter's position moving

indicates that all is well and you've landed in the right place. I found this very disconcerting.

In fact, the graphics were very weak by comparison with other flight sims I have seen. So I never actually got the visual impressions of flight at

any one time. Surely that's the whole point of a flight simulator?

On the missions in which you have to use weapons, I found using them to be a very hit or miss process. In short, I never succeeded with any of the objectives and felt vaguely disappointed and dissatisfied by the whole thing.



On the whole, the Super Huey was a delight to fly. It was easy to handle and forgiving of mistakes. It's definitely possible to get more out of the missions with more practice and by becoming more competent with the Huey.

To be fair, the instructions manual suggests that the simulation is ideal for a pilot and co-pilot situation. I couldn't test this for myself but I'm sure that it could make a lot of difference with the huge amount of information available. With a two man crew, the pilot can get on with the job of flying, leaving the co-pilot to manage weapons, navigation and the computer. Maybe that's the real key to this game.

Despite that, I still think Super Huey II doesn't really make it as a flight simulator — it's just not good enough. The designers should be stripped of their wings and assigned fatigue duties immediately.



Capt. John Hutchinson

Graphics	1	2	3	4	5	6	7	8	9	10
Sound	1	2	3	4	5	6	7	8	9	10
Toughness	1	2	3	4	5	6	7	8	9	10
Endurance	1	2	3	4	5	6	7	8	9	10
Value	1	2	3	4	5	6	7	8	9	10

6

Overall

# THEY \$TOLE A MILLION



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▲ A few quick circuits of the Hot Dog stand and that's the first course.

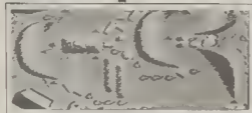
▲ Can you clear the cup? Just kidding it's a bit of the result screen.

## 64/128 CODE MASTERS

Price: £1.99



▼ A couple of awkward banks slow you down on the second course.



**B**MX Simulator has just about everything that an armchair biker could possibly want — seven horribly difficult courses, a two player mode, an action replay facility, and some stirring, dramatic music. All that a messag is a dollop of real mud.

The courses are viewed from above, gridded out in suitable shades of dirty brown, with effective use of shadows giving a 3D feel to the circuits and trackside decorations. All the obstacles you'd expect to find in a real championship are featured including ramps, bumps, water holes and rough ground. There are bumps, too, whatever they are. They sound to me like a bit of Clooney speak.

Each course has three laps and must be completed within fifty seconds if you're to qualify for the next round, which will be even more difficult. You can choose to play either against the computer or a friend, but the computer, of course, never makes mistakes, which can get a slight discouragement after a while.

Three blasts of the klaxon give you the warning to get pedals ready and at the sound of the whistle you're off pedalling fanatically this button down and turnup to left and right as necessary. Controlling the bike is decidedly tricky and one wrong



▲ The third course involves a figure of eight. Very useful for collisions.

move sends you bike into the nearest hay bale, flag pole or pond, whilst your rider is sent spinning through the air to wind up buried in the hot dog tent! Getting remounted is time consuming, not least because, irrationally and irritatingly, you're always facing the wrong direction. Equally annoying are collisions with the other rider — how come it's always you who ends up eating dirt?

While you're busy crawling out of the debris your opponent is galloping like the clappers (and that's exactly what the accompanying sound effects resemble) and is already on his third lap. When he finishes, he thoughtfully leaves his vehicle standing right in the middle of the track, an obstacle that your suicidal rider finds just too good to miss. Crash!

After the humiliation of the race, you can suffer further embarrassment by pressing the replay button and watching the whole sorry thing all over again. There's even a slow motion replay option, which is fun if you want to see your biker go one of his many airborne flips, plummeting gracefully to earth. This is a neat programming trick, though I can't really see the point of replaying your disastrous performance times and time again. —There are many BMX games on the market, and I have no doubt that this is one of the best. For its price it packs a lot in, but it's likely to appeal only to those people who are instantly sent into ecstasy at the mere utterance of the magic initials BMX.

Bill Scolding

Graphics	3	4	5	6	7	8	9	10
Sound	1	2	3	4	5	6	7	8
Toughness	1	2	3	4	5	6	7	8
Endurance	1	2	3	4	5	6	7	8
Value	1	2	3	4	5	6	7	8

**7**  
Overall





▲ **Block balls are nosy, just look at their teeth.**

Partly because of that, I found the game slow at first. The joystick movements are unusual — down is right, right is backwards, left is left, forwards is forwards — and you might find the keyboard easier

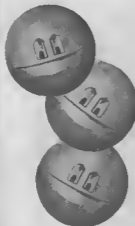
make it nigh impossible to reach the exit point. And many of these screens have black bearings lying in wait, determined to push you away from your roots or under some falling block.

There are also air ducts, which carry you on an updraft of air from one ledge to another, but if you come to rest over one it will keep

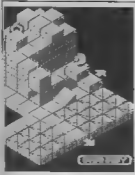
## ● BOBBY BEARING

**64/128  
THE EDGE**

**Price: £8.95/cass**



▼ **Stunning graphics, but you still don't know where to go.**



**B**obby Bearing lives in a world constructed of steel — of corridors, walkways and towers of building blocks, a world where youngsters shouldn't go out alone, for fear of being mugged.

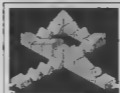
Bobby and his brothers have coped adequately with living in this state of siege until the day their wayward cousin arrives, presumably fresh from the country and chewing a straw. In next to no time he's led the gubble balls out into the city, where they're immediately set upon by the spherical thugs, and left last and stunned in distant corners of the Metropolis maze. It's up to good ol' Bob to round them up and bring them home.

All of which is mildly entertaining but does little to dispense the fact that this game, like all Marble Madness clones, involves little more than moving a ball around a herculean tangle of slopes and pathways, avoiding some traps and looking for others. The superficial resemblance with MM ends there, as the kind of problems encountered are altogether different from the arcade classic. Similarities with Speedy however, are rather more evident.

The seeming really is something special. Bobby has just about all the dangers a ball can have. He bounces along happily, quipping from side to side, looking left and right and up and down, but if he falls off a high ledge, or is stunned by an evil bearing, he wobbles about looking pained and dizzy, a large question mark over his head. Worse still is when he misjudges his speed and ends up underneath a descending brick, whereupon he is mercilessly flattened the smile wiped off his face.

This is quite endearing, but might distract you from appreciating just how clever the animation is. It's all filmed in glorious 'Curvspace 3D' — the name given by The Edge to a graphics technique which allows the programmers to exactly mimic the motion and momentum of a speeding ball.

There are five balls to find, and you've got a good deal of time in which to find them. The digital



▲ **Two ways to go and both look bumpy.**

counter clicks away quite slowly when you're rushing about, but speeds up whenever you're stationary, so it's a good idea to hit the pause button while you decide how to negotiate a particularly nasty obstacle. You lose more time whenever you're stunned by a bearing or after a long fall, and 200 units fly past whenever you're squashed. You can, however, lose as many lives as the time allows.

Drawing up a map is essential; without one, you'll never find your way home again.

Not all the screens are that difficult — some are worse! In your travels you're going to pass over convoluted hills up spiralling slopes, through tunnels and across large expanses of landscape so warped that the ridges and depressions

you bobbing helplessly unable to move in any direction. It's at times like this that you hit the Cheat key

— 0 — which allows you to commit suicide: placing you once more at the beginning of the screen, and giving you an opportunity to avoid making the same mistake.

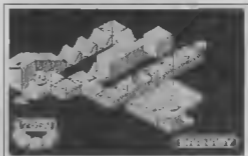
Many of the screens include built-in eye trigger squares, and passing over these affects what happens on later screens. One of the lost balls is lurking only seven screens away from home, but you won't find him if you don't activate the correct triggers in the correct sequence on your way there.

According to the instructions, Bobby is supposed to push his brothers all the way home one at a time. I reckon this is physically impossible, as some of the hazards are well tricky when you're on your own, let alone with company. Presumably that's an opinion shared by The Edge programmers, who've thoughtfully provided a short cut. If you reach for the Cheat key on finding an errant bearing, he'll disappear from the screen, reappear below the clock counter, safe and sound.

All in all, then, a technically accomplished and very addictive game.

Bill Scolding

▼ **Borney's in the bunker. Can you rescue him?**



Graphics	1	2	3	4	5	6	7	8	9	10
Sound	1	2	3	4	5	6	7	8	9	10
Toughness	1	2	3	4	5	6	7	8	9	10
Endurance	1	2	3	4	5	6	7	8	9	10
Value	1	2	3	4	5	6	7	8	9	10

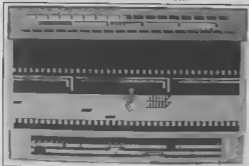
**9**  
Overall

# WARRIOR II

64/128  
NEXUS

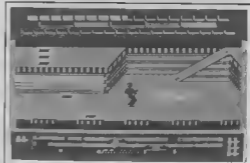
Price: £9.95/cass  
£12.95/disk

It's less bovver with  
a hover, and a  
laser gun.



Imagine being at break-neck speed through a futuristic complex, wasting everything in sight with a high-powered laser. That's the nearest I can get to describing *Warrior II* — only you are not on skis, they just sound like them. They look more like snow shoes though the blurb prefers the more spacey description of 'hoverplains'.

Still no closer to  
finding out those  
secrets.



Whatever it's called, it is the most immediately impressive thing about *Warrior II*. You can almost feel the movement of it making you dizzy as the Warrior slogs to change direction. It sort of bubbles up and twists — like a skateboarder bouncing off a wall or rails.

It slides beautifully too. Just a little tap on the joystick and it will edge forward, head down and the speed increases. You have tremendous control over the Hover

and you certainly need it for hopping over obstacles and avoiding electrified fences.

So what's all this dodging and blasting in aid of? The pursuit of knowledge no less. You see the 'Ancients' hid all their secrets in a complex. You need to get down to find them out. Why the world needs to know all these gigantic pearls of wisdom is anyone's guess — perhaps vast resources of snuff have been

# CAPTURED

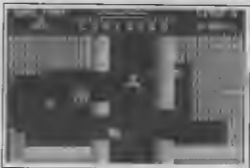
64/128  
AMERICAN  
ACTION

Price: £8.95/cass

Graphics are good,  
but the sprites let it  
down.

I would describe this game as a fairly well put together piece of boring old tosh. *Captured* is a game like a hundred other games. *Jet Set Willy* meets *Monty Mole* in *Cauldron II*.

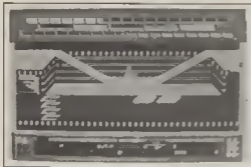
Don't pay any attention to the title which, even with the wildest imagination in the world couldn't apply to the game. "*Captured* sets new standards in computer games and injects innovation into the platform concept". Of course it does, and what's more, Manchester City are going to win the league this year. Though I find talking about it



Ken describes this  
one as boring old  
tosh, nice one Ken.

almost as painful as playing the game, here goes. You move a little man around a platform scenario just like the one in the screen shot. You can run left or right and jump. The animation is actually not too bad, apart from the fact that your little man walks like an Egyptian. (Sounds





▲ **Can't find any nasties? Stick around, they're coming soon.**

discovered in the North Sea and no one knows what to do with it. Seriously though — getting there is no easy task. Hundreds of graphically disappointing nasties are after your blood. These are electronic lizards all over the place which, if you make contact with them, will cost you a life. Blessing these nasties freeze them and enables you to absorb their life force. If you succeed in reaching the bottom you will find a task waiting

for you before you are allowed to hack into all these secrets. You are advised to keep your eyes peeled on the way down — studying the objects strewn around for possible clues. All of this might give the slight impression of an arcade adventure. This would be totally untrue. *Warrior II* is about blasting, manoeuvring

Graphics	1	2	3	4	5	6	7	8	9	10
Sound	1	2	3	4	5	6	7	8	9	10
Toughness	1	2	3	4	5	6	7	8	9	10
Endurance	1	2	3	4	5	6	7	8	9	10
Value	1	2	3	4	5	6	7	8	9	10

**6**  
Overall

Eugene Lecky



▲ **Your task is to reach the Chamber of Death, yawn.**

like a good title for a song — Ed) There are the inevitable unbearable nasties, a few helicopters here and there, but for the most part you'll have to endure pretty nondescript enemies. Contact one and die, how original. Basically you must work

your way through the screens, over a hundred if the breeze is to be believed. This is one instance, where you hope they're telling lies. The objective is to reach the insipidly titled Chamber of Death, collect pieces of a security code and find

you way back out. You begin with two lives and one 'kill everything' weapon, described on the screen as a bomb and on the packaging as a laser weapon. More of these bombs (or laser weapons) can be picked up on various screens. In its favour, not a lot. But it is quite well programmed and there are few bugs (don't press RESTORE unless you want a crashed B&M. All of which is pretty irrelevant if you ask me, because the game is so dull you lose interest after the third screen. I won't bother with any more. Take it from me, this game is about as enjoyable as having a bot on your bot. The only people I can imagine *Chamber* appealing to are those who have never seen a platform game in their life. If you have, you'll find it as appetizing as a three day old curry.

Kee McMahon

Graphics	1	2	3	4	5	6	7	8	9	10
Sound	1	2	3	4	5	6	7	8	9	10
Toughness	1	2	3	4	5	6	7	8	9	10
Endurance	1	2	3	4	5	6	7	8	9	10
Value	1	2	3	4	5	6	7	8	9	10

**3**  
Overall

**Strip Teasers**

There are still plenty of the nasties you want for dinner.

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▲ Push your way up the queue to get a better rate at the bank.

## XCELLOR 8

### C16 and Plus/4 GREMLIN GRAPHICS

Price: £6.95/cass

If Gremlin continue to release games like *Xcellor 8* and *Freelancer*, C16 and Plus/4 fans have a lot to look forward to. *Xcellor 8* features the kind of metallic, laser-like graphics only previously found on the 64.

*Xcellor 8* is, in fact, a quite simple maze. The runners nip around the maze at lightning speed for seemingly no other reason than to give you something to shoot at, though they are no doubt engaging in "low-life" activities of a highly illegal nature.

bleet one of them it's unfortunate but not as unfortunate as if you blast three because then the game ends.

This unhappy situation can, however, be avoided by a hefty visit to the hospital, which will patch up the innocent, no questions asked for a mere 78 credits.

But where do you get the cash? From the bank of course. The bank pays a good price for terminated criminals. The only problem is the rate drops from the moment you walk through the door so you have to muscle your way through the crowds (queues of dots) if you want to get a good price.

If you're careful and manage to make a killing without wasting too many innocent passers by, you will soon accumulate a hefty wad in your back pocket. This can be blown on extra equipment and fancy gadgets to make the task of cleaning up the streets that much easier.

I suggest as soon as you've got the cash you head for the shop and fuel up. Running out of gas has the same effect as shooting mum, dad and the kids out on a weekend shopping spree, i.e. game over.

*Xcellor 8* is a pretty simple game really, it doesn't have a megamaze (you can map it in ten minutes) and the gameplay is straightforward. But it does have amazing graphics — everyone thought it was a 64 game and was great fun for a couple of hours. Arcade addicts might find the attraction a bit short-lived.

Ken McMahon



▲ Graphics like these on the C16? Never.

The story line, it's true is nothing exceptional. "A city of the future, *Xcellor 8* plays host to the low-life of the universe. Known as runners, these criminals keep you employed as you are a mercenary bounty hunter of the future; your job — to shoot and capture these desperate villains."

There is a little more to the game than just cupping around the maze zapping low-lives. There are a few inhabitants of the labyrinth who are innocent law abiding citizens. If you

Graphics	1	2	3	4	5	6	7	8	9	10
Sound	1	2	3	4	5	6	7	8	9	10
Toughness	1	1	3	4	6	7	8	10		
Endurance	7	7	2	4	5	7	8	10		
Value	1	2	2	4	5	6	7	8	9	10

**7**  
Overall

# VIDEO MEANIES



**C16/Plus/4  
MASTER-  
TRONIC**  
Price: £1.99/cass

▲ Video shop down my street doesn't look like this.

dead dead — only five left.  
Next time round I was ready for the second 'Meanie', and turned off my first video. The lead 'Measowing noise cassettes when you turn off a video — a nice little acknowledgement of your skill.

It gets more difficult to silence the videos as the game progresses. You need to get keys just to get into the areas where they are located and many of them are guarded by pulsating lasers.

The whole point of turning these videos off is to spell out — letter by letter — the title of the game. Each time you turn one off you are given a letter which appears in the box at the top of the screen.

It's a tough game I have to confess that after four days solid play I still had four letters to get. Some of the Meanies are incredibly fast and there is an added difficulty of your energy running out.

The game features twenty four screens of action. They are well annotated with some neat touches — like a very druid blob up and down. There are just a couple of moans though. The whole thing appeared a bit jerky — smoother scrolling would have improved it tremendously.

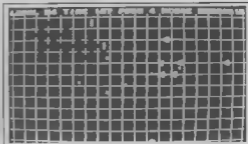
The sound effects and music were up to the high standards set in Tony Kelly's previous titles. Overall the game plays like an improved version of Berks III.

I enjoyed it — and so did the first Mastertronic game that I haven't managed to crack in under a week. Well worth two quid.

Fikret Ciftci

Graphics	1	3	3	3	7	9	10
Sound	1	3	3	3	7	9	10
Toughness	1	3	3	3	7	9	10
Endurance	1	3	3	3	7	9	10
Value	1	3	3	3	7	9	10

**7**  
Overall



▲ Looks like a Minter to me. No, it's probably a fake.

**P.O.D.**  
C16/Plus/4  
MASTER-  
TRONIC

Price: £1.99/cass

P.O.D. has no pretentious storylines and no mega reality to justify its existence. It's just a very addictive shoot 'em-up with sixteen levels — increasing in difficulty as you blast.

The instructions are the most sensible I've ever come across. How about this for incoherent drivel: "You control POD (who isn't) around the screen (don't stay in the corners (unless you're dumb) This is a rough one in the unlikely event of you achieving a good score, the high score table will record it for you".

I've also noticed that Mastertronic have changed their game packaging. It's quite an improvement. Luckily they still use the fast and reliable Newbold latching system. Pity there was no loading screen to gaze at though.

In about one minute flat a highscore table popped up with a catchy tune blaring away in the background at high speed. I thought about the insult in the instructions as I got ready to start play. I don't want to game with a name like POD showing me up.

A matrix-like grid appeared, but the bees were more spaced out. A few aliens zoomed across the top of the grid in a line. They bumped into the side and descended one grid line. I let up with the fire button, only to find out later that POD has auto fire

built in — good job so' all — my thumb was feeling it.

Phew! That was fast. My hand started to sweat as I was awarded a bonus and an extra POD (up to a maximum of 5). The next screen was similar, but a few more different types of aliens joined in. This didn't help my POD's stay, it can only fire four rounds at a time and only on the grid.

On later screens the game speeds up. The aliens become more suicidal and begin to shoot more accurately. The kamikaze aliens made me get greedy, the more they rained down the more they hit the space dust. I never let go of the fire button, well there are about 20 odd bullets to dodge and later on the aliens start playing loss chase (POD isn't that handsome surely — Ed.)

Because of POD's incredible speed the aliens are only one character in size. The big shock comes when you notice how smooth the game plays, especially at top whack.

This is Mastertronic's answer to all of those Mastertronic 'grid' games that are appearing at full price. For two pounds it's not half bad.

Fikret Ciftci



▲ Don't be fooled by the insert, minimal graphics inside.

Graphics	1	3	3	3	7	9	10
Sound	1	3	3	3	7	9	10
Toughness	1	3	3	3	7	9	10
Endurance	1	3	3	3	7	9	10
Value	1	3	3	3	7	9	10

**5**  
Overall

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WOPPE1I	WOPPE1J	WOPPE	WOPPE
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bombs, force fields, extra lives, platforms, bombs, photon torpedoes, lasers... — none of that. Instead, there is a ball.

It doesn't sound too thrilling. I'll admit, but bear with me. The ball

Graphics rival the 64 version.

travels along on a sort of cosmic causeway. What you have to imagine is a starstage, not unlike the kind of thing Captain Kirk stares out at from

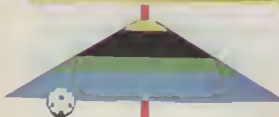
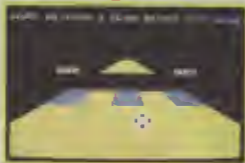
and would be embarrassed at. Cyan squares are the biggest horror of all. They're where the controls left send you right, right sends you down a hole. There is some good news, though. Blue squares bounce you ball into the air and are handy for jumping over holes and gaps. And green squares make your ball go like it's got a rocket up its bum.

The black and white squares appear at the end of the first level.

## C16 and Plus/4 GREMLIN GRAPHICS

Price: £6.95/cass

Watch out for the  
gaping chasms  
between levels.



## TRAILBLAZER

**T**railblazer is also available on the C64, Spectrum, Amstrad, Atari and MSX machines. But don't let anybody tell you it's yet another game that's been converted for the C16. The game was actually written on the C16 and converted for all others. The game is not only the best thing to appear on the C16 this year, unless I'm a complete drongo it's destined to go down in the annals as the game of '86.

As with all completely brilliant games, Trailblazer's success lies in its originality and style of the gameplay. There are no aliens, there is no flying planet, there are no heroes, sole survivors of a once proud civilisation and there are no multi-role, X-wing, combat fighter



the bridge every Thursday night when he can't think of anything to put in his leg.

Down the middle stretches a computerised version of the yellow brick road, made up of hundreds of different coloured tiles. Push the joystick forward and the ball shoots off into the screen and the yellow brick road scrolls underneath at something approaching warp factor six.

Just when you're beginning to enjoy yourself, disaster strikes. The road is full of holes and sometimes whole sections are missing. End up down one of them and you are confined to cosmic limbo for about three seconds. So what's wrong with being in cosmic limbo for three seconds? Absolutely everything, because the cosmic causeway has an end, and you have to reach it before your time runs out.

It gets worse. As well as the holes, certain coloured squares have a particular significance. Red squares slow your ball down to a pace a

in addition, you get five jumps activated by pressing the fire button.

There are sixteen levels, each has a different and slightly more difficult course. On completion of each level you get bonus points for remaining time, unused jumps and for not falling down the holes. You also get a password which you can type in at the beginning of the game to jump straight to that level.

Too many criticisms. The holes in the road are a different colour (black) to the background (grey) which slightly spoils the illusion of space, as does the slight screen flicker. Apart from that, Trailblazer is absolutely amazing colourful and extremely fast scrolling. The only thing that comes remotely close in driving down the motorway on a popo stick at a hundred miles an hour while they're repairing it. And I've only ever done that once.

Ken McMahon

Graphics	1	2	3	4	5	6	7	8	9	10
Sound	1	2	3	4	5	6	7	8	9	10
Toughness	1	2	3	4	5	6	7	8	9	10
Endurance	1	2	3	4	5	6	7	8	9	10
Value	1	2	3	4	5	6	7	8	9	10

9  
Overall



Who left those nukes lying around?

## BRIDGEHEAD

**C16 and Plus/4  
ANCO**

**Price: Plus/4: £7.95  
C16: £5.95**

It's up all around this month and *Bridgehead* (Legionnaire II) is no exception. It's no wonder Anco is calling this series of shoot 'em ups *Legionnaire* – someone at that company may end up in the Foreign Legion if they ever get caught. *Legionnaire I* was a rip-off of *Commando* – some say a better copy of the Capcom coin op than Elite's official version.

Now step up to the computer please *Legionnaire II*, or should I say *Green Beret*. C16 and Plus/4 owners who had to look on in envy whilst these 64-bit owners boasted about the brilliant coin op conversion from Ocean need no longer be jealous. Now you have one too and – no off as not, it's an excellent rendition of the game.

Fan of all full marks to Anco for producing a separate version for the Plus/4. It has identical graphics and gameplay to the C16 version but an extra 4 levels. Mosty a Plus/4 owner will be grateful for that.

The object of *Green*, or *Bridgehead* is to get to the enemy headquarters and lob some grenades at it. You control a commando who runs to the right slaying the enemy with his commando knife. He can also run back if he needs to and climb up and down ladders.

Piles of grenades are dotted around the levels and out here will need to

replenish his stocks by visiting these dumps as he travels.

The grenades can be used to kill on-comop troops but their main use is to blow up the stack piles of ammunition that block your path as you dash across the screen.

These piles of ammo are a screen to look at. There's no point way of getting it – they just look like piles of dog turds.

Whatever you imagine them to be it's a great fun blowing them up with your grenade. It takes a bit of skill though – you have to get your commando at just the right distance as once you press fire to release the grenade, the distance and trajectory it follows is always the same.

Grenade lobbing is even more fun when you have to do it soon after

beating off an attacking troop with your knife. It gets really hairy when they come at you two at a time from both directions.

### Level 1

Set in a desert with palm trees, bright yellow sand and rope bridges between deep gorges. The back drops here are excellent – as indeed they are throughout the game. No really difficult obstacles here – just commandos and those smelly piles of dog turd.

### Level 2

Set in a military compound. Your commando dashes past several stationary tanks that look ridiculously small by comparison. No real swam



Satellite dishes make good hiding places for enemy commandos.

here until you get half way through the level when a soldier with a bazooka on his back crouches down to have a go at you. Lob a grenade and hit the duck.

**Level 3 (Plus/4 only)**

This is the Greenham Common screen. Dash past bumpy trucks on busy corners. Meet bazooka commandos to deal with here to say nothing of the damaged jeeps that attempt to distract you with peace songs — just joking about that bit really.

**Level 4 (Plus/4 only)**

This one is set at an airport and you can just make out tail planes poking up over the top of the wall. This is where it starts to get really nasty.

**Commandos can leap off buildings but you can't.**



The bazooka launchers load up their "bucker bullets" — these can jump corners and move up and down ladders. Hit the duck again.

**Level 5**

Set against a back drop of a military factory. Not one of the best looking levels but certainly tough enough to play. One nice touch is the commandos leaping off the buildings on this level — it's a pity you can't leap off them yourself so well though. Apart from the ever present pile of dog tags there are also bazooka firing commandos and soldiers to deal with.

**Level 6 (Plus/4 only)**

The communications compound features trailer-mounted radar and two stony buildings with radar dishes on their roofs. A bright blue sky frames the radar dishes making for a pretty screen. There is an annoying graphic glitch here though when your soldier walks past the doors of the buildings they turn white.

**Level 7**

Introduces three enormous Russian submarines — well, they've got red

flags on them so they must be. The enemy soldiers and bazooka throwers leap off the sub and run at you — it really hants screen.

**Level 8**

The final dash to Headquarters. The backdrop features ground to air missiles, buildings with barbed wire and finally, the HD itself which as you can see from the screen shot is not awe inspiring. Still — it isn't easy to get this and it feels really good when you do.

There are no hostages to be rescued at all on the final screen as in *Grand Theft* — the game merely goes back to level 1 but with your score carried over. It's a pushover though — it'll take a while to clock.

The game scores highly on graphics. The nicest thing you can compare it with is *Elite* & *Ghosts and Goblins* — which is a similar horizontally scrolling game in terms of graphics. *Strikehead* is miles ahead. The backdrops and animation are totally believable. It's great news for C16 and Plus/4 owners who are keen on com op conversations. Now if Anco had all the Elite licenses then we would really be talking.

Sound effects are nothing special. There is a sound like turbulent radio



**Looks like an oil refinery but, in fact, it's an arms factory.**

crackle when your commando uses his knife. Really embarrassing, especially with all those doggy dros scattered around. The explosions are better though and there is a nice tone which plays in demo mode — but not during actual play.

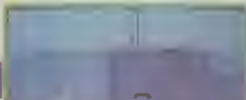
Good play options are offered with

up to four players able to take part.

All round another excellent game from Anco and certainly the best com op style arcade game I've seen on the C16 yet. In the all time C16 Plus 4 top ten I'd rate it second only to *Mosby on the Run*.

Eugene Lacey

**You've made it, but why did it take you so long?**



**Watch out behind, a bazooka thrower's just jumped off the sub.**

Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

**8**  
Overall

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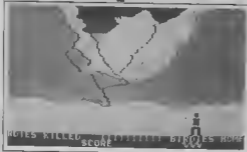
## KANE

C16 and Plus/4  
MASTERTRONIC

Price: £1.99/cass



What's this cowboy doing with a bow and arrow?



The title screen to *Kane* must be the worst around I've seen much better in basic. It had the title written down with a score line beneath it, the score was nothing - I couldn't agree more.

A press of the fire button on the joystick (on port 1) started a horrible noise, which, if I remember right, is the theme tune of 'The Lone Ranger'. As my hand reached over to turn it down, it stopped. Luckily it only lasts the length of time it takes for your cowboy to walk from left to right on the screen.

Your cowboy stands around the right of the screen with a bow in his hands. A cross is provided for you to aim where you want your arrows to fly and hopefully bring down one of the many ducks. Timing is very important: your arrows are very slow, the idea is to estimate when your arrow will pass through the birds' flight path.

The graphics here are very nice, the colours used are very effective and give a sense of realism, even though the sound was a let down, I particularly liked the way the birds were hit and the way they fell onto another bird bringing that down as well.

For every five birds you shoot down you get a coin, which isn't



Kane can't get to the saloon for a pint as the cowboys keep taking pot shots at him.

substituted, considering all those common around in those days. So, if you manage to collect six coins, by shooting down thirty birds or let them go past if you're part of the Animal Liberation Front, you go to town.

In the town there are a whole load of ruffians, bandits and all round bad guys. You nip off to the local gun shop and buy yourself six bullets per coin. There are twelve bandits lying in wait, so if you want any chance you should have at least three coins. Once you've got some ammunition you can get ready to dispose of the bandits. The graphics here were just as impressive as the first screen, but with the added advantage of more action. At least your cowboy now moves about the base of the screen. A press of the fire button quickly makes him draw and fire. Sound effects are simple yet effective.

To make things a little more difficult the bandits shoot back and hide unapologetically behind doors and windows. The only way to take them out was to shoot them between the eyes.

Once you've filled up the bandits' life-o-meter, guess what happens? Yes, you start all over again (swww). The problem is that it doesn't get any more difficult, thus killing all what could have been a really ace game.

I can't believe that the programme has used all of the 16K in this program, what happened to the bit where the cowboy does a spot of horse riding?

Even though it has good graphics design and competent sound, I found it a bit lacy easy.

This isn't one of Mastertronic's best releases.  
Filaret Critic

Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

6  
Overall

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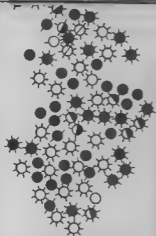
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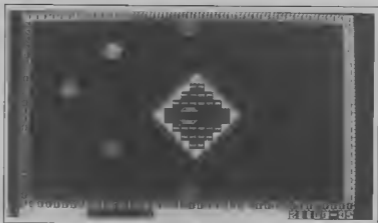
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Blast the top and bottom "home slots" and your ship turns into a bat.



## STARBURST

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You now have a bat  
— and lots of balls.

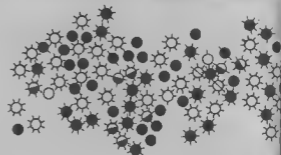


Those incomparable miscreants who reads this stuff regularly and actually take note of what's said will have rushed out to buy *Hyperforce* the instant they read my laazy rave review in September. Well, *Starburst* is by the same bloke — Tony Takouhi.

The game is not the kind of thing that makes me go totally ape crazy bananas and dig out the Supercript file with words like superb, stunning, sensational and dead good. On the other hand it's good enough to justify original different colourful and fun.

It's one of those abstract efforts that has balls and squiggly things instead of little spnic people and the like. Here's a taste of the blurb "They called themselves scientistis. They were foals."

Good, eh? Want some more?  
"To them it had been a simple



experiment to discover what made their planet's core active and it had all gone badly wrong. The planet Systase... sounds like a easy infection) "had exploded and only the mutant evil Pleastron boulders remained."

As blurb goes, I reckon that's not half bad. The game itself has three stages. Stage one involves you blasting away at red and yellow home slots at the top and bottom of the screen. After a while they start to pulse and your spaceship ship turns into a bat. You must then, in a limited amount of time, bat a yellow and green pleastron boulder into the home slots in a sort of Breakout fashion.

There are complications. A grey pleastron boulder screws things up by hitting your yellow and red ones out of their home slots. But, your slots

can be protected with the bat and if you manage to destroy all four core pods you get to play the bonus round, followed by stage two.

Stage two involves blasting pleastron boulders on a grid with your wammer. The object is to destroy the grid by hitting the boulders, but the nearer you get to your objective, the more boulders appear. Stage three is a sort of pleastron boulder sheep farmer special — you have to round 'em up the easy way — by cheating them, only it's not that easy.

*Starburst* is really three games in one, pretty good value if a quid each. Fans of the strategic ball game to phrase I've just invented which means games like *Breakout*, *Marble Madness* and *Trallburst* will love it. Oh, I nearly forgot to mention that the sound is pretty wild.

Ken McMahon

Graphics	1	2	3	4	5	6	7	8	9	10
Sound	1	2	3	4	5	6	7	8	9	10
Toughness	1	2	3	4	5	6	7	8	9	10
Endurance	1	2	3	4	5	6	7	8	9	10
Value	1	2	3	4	5	6	7	8	9	10

**7**  
Overall



# MAGMAX



Nichibutsu  
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# DATABYTE



Karate at the Opera House — tell Sidney.

loaded separately. This seemed to be a waste of time since each opponent looked like the last one. Was it worth the bother? Just about, if only to see the best backgrounds yet on the C16. Once I had beaten the 'od' on screen three, if we get to see a C16/Plus4 karate game that uses men I was waiting for something spectacular to happen. Nothing Match Over was the result, which is pretty interesting when you've wasted valuable gaming time getting there.

If you have read the review of the C64 *Waga Master* in August you may remember unfavourable remarks about wooden dolls. Well the two 'lads' in this game animation which looks very much like wooden puppets, with tangled strings.

What about that flying kick you cry? Well pathetic would be putting it lightly. It's a puny few centimetres off the ground, which your kid then

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But the last thing you expected to appear on your cruelly mocked little machine was America's number one game. But you better believe that the fastest hand to head karate game in the world is available for your mini micros.

Pessimists among you will be wondering how many moves may have been dropped because of the excellent graphics and the limited memory of your micro. Surprisingly you have access to sixteen different moves that are more than adequate

jets into the air and follows it up by sticking his leg out. All the same it's still very effective, as far as its impact on unsuspecting opponents goes. One major drawback which is very noticeable, is the lack of some reasonable sound. Yes it has sound



Screenshot from the 64 version. Pretty similar, eh?

One of sixteen more, they're all equally woden.



Excellent graphics but the game just doesn't deliver.

to dispose of your opponent. All of the favourite moves are there: somersaults, roundhouse, the painful crouch punch but there's a rather pathetic flying kick.

You both bow before each bout and have thirty seconds to beat the flying daylight out of each other. The first man up is very easy and quickly despatched in a few moves. Incidentally the judge in the background doesn't do anything at all, he's just a part of the scenery, that or he's a zombie.

The other backgrounds have to be

but it's so good as to be worthless.

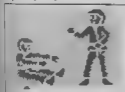
The major problem was I couldn't get anyone with enough courage to face up to a good thrashing. Maybe the Ed will be a better opponent than the walrus the computer throws up at you. I really do suggest you don't bother to play against the computer, *International Karate* is best seen as a two player game, if you do want more from a martial arts game I suggest you wait for *Exploding Fist* or *Arco's Karate King* and then decide.

Fikrik Critic

Graphics	1	2	3	4	5	6	7	8	9	10
Sound	1	2	3	4	5	6	7	8	9	10
Toughness	1	2	3	4	5	6	7	8	9	10
Endurance	1	2	3	4	5	6	7	8	9	10
Value	1	2	3	4	5	6	7	8	9	10

Overall  
**3**

First impressions are very favourable, excellent background screens which look just like the package shots. The only difference was that instead of one black and one red figure both fighters are black. Another visual error will become apparent as soon as you start to play. You see player two not player one as the instructions tell you. This is a bit daft since the computer had the arrows pointing beneath the wrong figure.





# READERS POLL

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It's time for you to tell us what your fave games were in the last twelve months. Which shoot 'em up gave you blisters on both hands? Which sports sim broke your joystick? Which adventure game reduced you to tears?

We want you to make your ten selections from the categories below so we can give a comprehensive guide as to what really was hot and what was not in 1986. Was *Uridium* really that good? Was *Ghosts 'n' Goblins* better than *Green Beret*? You tell us.

Just to give you an incentive — although we know you don't really need one — there's a prize for the first C16 and C64 votes out of the hat.

- |                           |           |          |
|---------------------------|-----------|----------|
| 1) Best arcade game       |           |          |
| — beat 'em up             | C16 ..... | 64 ..... |
| — shoot 'em up            | C16 ..... | 64 ..... |
| 2) Best adventure game    |           |          |
| — tape                    | C16 ..... | 64 ..... |
| — disk:                   | C16 ..... | 64 ..... |
| 3) Best strategy          | C16 ..... | 64 ..... |
| 4) Best simulation        |           |          |
| — sports                  | C16 ..... | 64 ..... |
| — flight                  | C16 ..... | 64 ..... |
| 5) Best arcade adventure  | C16 ..... | 64 ..... |
| 6) Best programmer        | C16 ..... | 64 ..... |
| 7) Best software house    | C16 ..... | 64 ..... |
| 8) Best artwork/packaging | C16 ..... | 64 ..... |
| 9) Wally of the Year      | C16 ..... | 64 ..... |
| 10) Worst game            | C16 ..... | 64 ..... |

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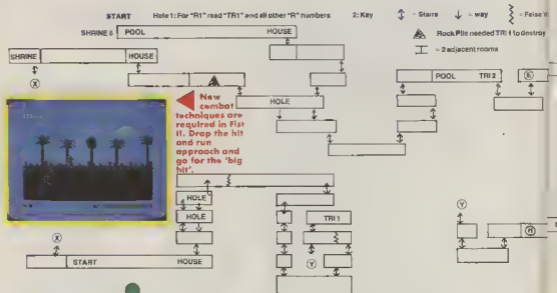
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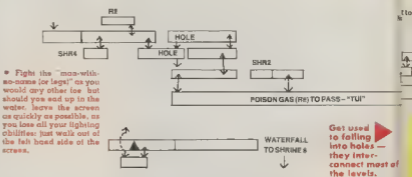
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COMMODORE 64, ATARI

# Play to Win



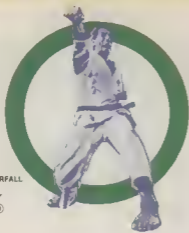
You read the first preview of *Fist II* in CU's September issue, the first review in November's and now we are proud to present the first map of Melbourne's blockbuster. Dan Gilbert is your host for this guided tour of the beat 'em with more bugs than a mangy old moggy.



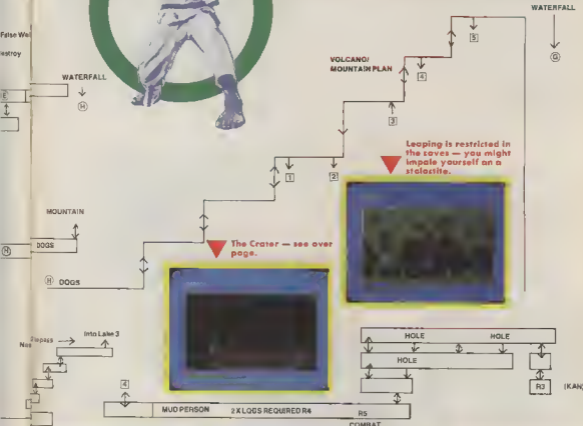
## Combat

Combat tactics change entirely from Flat I, as you no longer have to be careful about being hit when trying a 'big hit' — roundhouse etc. — even if you are hit provided you still have enough energy of course, you can still get your blow in. This means you no longer have to employ "hit-and-run" attacks (if you did so before). Having said all that, there are only 2 attack patterns that can be reliably used, so the main tip on combat must be — practice. Now the 2 attacks:

(1) somersault onto your opponent, and then shuffle around until you are in the correct position to reverse high kick him. Repeat the kick rapidly, but don't take your finger off fire for too long, else you somersault away again. This is effective because rev. high kick is virtually the only "just" blow in *Fist II*, all the others having been slowed in some way. If you are fighting in water, walk up to your opponent and as soon as he is in range jab at him. Keep doing this while walking forward, until you are in position for rev. high kicks.



# FIST-2



Great Sugs of Our Time — The Warrior that Walked on Thin Air.



(E) approach your opponent with flying kicks. Wait until your feet land more-or-less between his 2, then do 2 more flying kicks, turn around and immediately roundhouse. Keep attacking his back (any blow) until he turns round to face you, then repeat the attack. N.B This does not work in water and is not as reliable as the above method. It is however, a good "softening up" process.

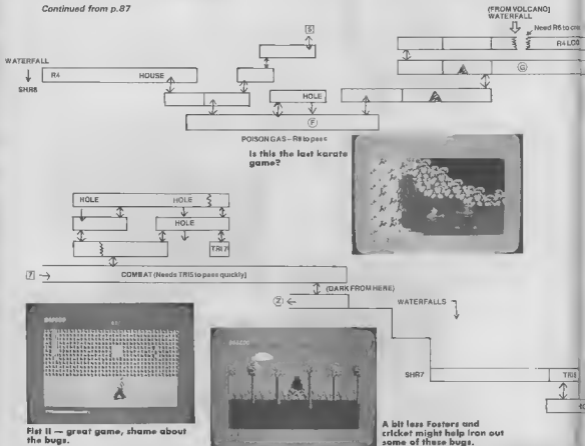
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Send your **request** for more info to: Play to Win, Commodore User Press Centre, 30-32 Farnborough Lane, EC1A 3AU



# Play to Win

Continued from p.87



Fist II - great game, shame about the bugs.



A bit less Fosters and cricket might help iron out some of these bugs.

## Bugs

Some bugs are annoying, others are more serious - they can 'trap' you or even crash the program. The largest bug is advantageous - if you hit RESTORE to pause the game whilst the background is scrolling, you will freeze but the background keeps moving. This allows you to avoid areas of combat (glide straight through them) or even travel over the top of the waterfall next to trigram 4. Beware over-use of the pause, though, as it sometimes causes the program to crash in a rather ugly fashion. Also note that while the cheat mode is in use, scrolls will not appear where they ought to be.

Beware the energy 'wrap-around'! When your 'Chi' scroll has increased to nearly half the screen width be ready, next time you enter a temple, for the scroll to "wrap around" back to a very small amount. Yes folks this is now your maximum energy; you'll have to be very careful until you've built it up again through combat.

You will notice that in the approach to a house (from the outside), there is a blue wall background with a "lotus" in the middle where the scrolling jumps slightly. Should you be unfortunate enough to enter combat just after passing one of these "break points", do not EVER retreat back into the hall of the screen from which you have just come. Should you do so, you will become caught in an infinite loop; the computer is confused by the break point, and you will have no alternative but to reset the game.

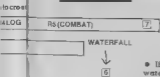
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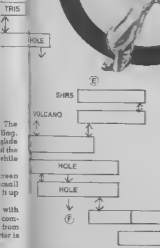




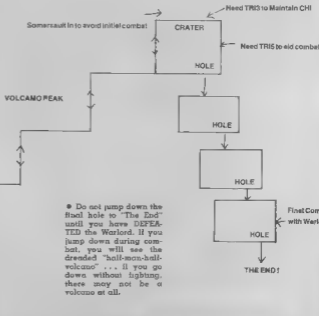
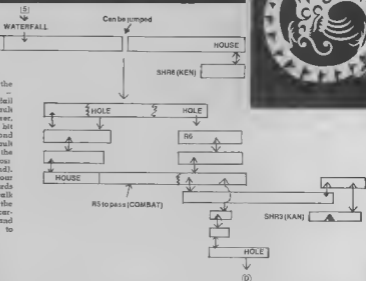
# FIST-2



● If you're stuck at the waterfall down to 5 - you can't seem to fall down - then somersault backwards into the river, landing on the green bit just before the waterfall and immediately somersault forwards again (move the joystick in the right position before you land). This should move your figure vertically upwards c.20 pixels - now walk back upstream to the point where you are carried by the current, and you should descend to the pool below.



The King glides in the title screen call it up with com from ter is



● Do not jump down the final hole to "The End" until you have DEFEATED the Warlord. If you jump down during combat, you will see the dreaded "half-man-half-volcano" ... if you go down without fighting, there may not be a volcano at all.

# Play to Win

Send your prices, tips, mails etc. to: Play to Win, Commodore User, Priority Court, 30-32 Farnborough Lane, ECT1 3AU




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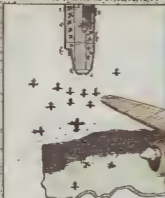
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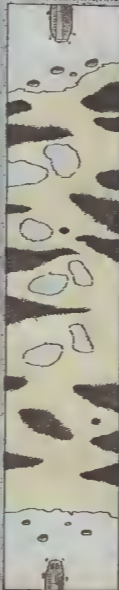
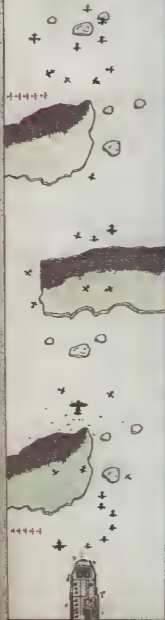
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POKE 1812 % POKE 1811,18 POKE  
1812 255  
Then when computer reads type  
POKE 818 187 POKE 817,8  
POKE 228,78  
POKE 816 248  
POKE 817 131

STB 281 to finish  
loading program. When  
computer reads type:  
POKE 507,187 POKE  
323,8  
POKE 878 834 POKE  
878 180 POKE 157,8  
Or use calculate lines type:  
POKE 508,134

POKE 1807 23  
then STB 8040 to start game.  
John Lloyd, Retired

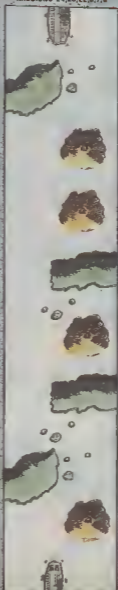
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# Play to Win

## OBJECT

- Bomb
- Potty
- Weight
- Washing Powder
- Credit Card
- Glue
- Disk
- Horn
- Woodkiller
- Fertiliser
- Battery

## PLACE

- Police
- China Shoppe
- Hummo socks
- Laundrette
- Bank
- Oummo Chomping Molars
- Technology Research Lab
- House, Police and Playhool
- Garden
- Garden
- Just Micros

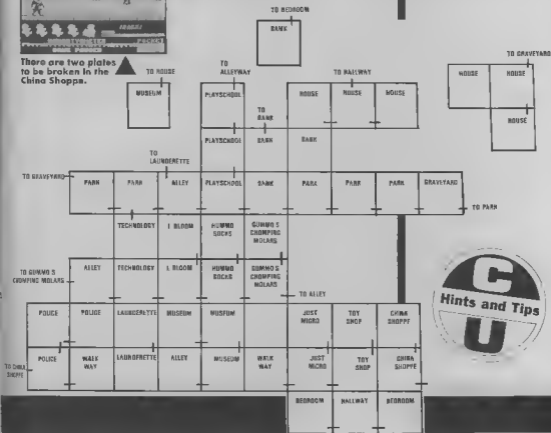
Gremlin's *Jack the Nipper* asks one easy thing of you: to be as naughty as possible, and since we know none of you want to be goody goodies we thought we'd try and make life easier for you with a map and some tips. Fordy Hamilton who's a bit of a hooligan himself sat down and behaved very badly.



There are two plates to be broken in the China Shoppe.

To get game music the headphones and tape recorder and a general tip to increase your points total: break everything after you've used it and shoot everyone.

Thanks to David Taylor of Alvington, Glas, for additional information.



# Play to Win

## 64 POKES

Time was when CU was first with the big maps but not quite so quick off the mark with the big pokes. Well I've got news for you — eyes down for the first pokes of Trailblazer, 1942 (see map) and 100% world exclusives on the following C16 pokes: Jet Set Willy, Bombjack, Legionaire, and Kikstart.



### Trailblazer

For Player One Only:  
Reset the computer and type:

POKE 29738,234  
POKE 29739,234  
for unlimited time.  
and:  
POKE 30889,234  
POKE 30890,234  
POKE 30891,234  
for unlimited jumps.  
SYS 25729 starts the game.  
B Wood,  
Worthing, West Sussex



### Alleykat

Type in the following program, as Alleykat can't be reset, it's a loader so type it in carefully, then save it to tape or disk  
10 REM Knockout  
20 REM By Andy The Hacker.

30 For A=49152 TO 49192:READ B:POKE A,B NEXT  
40 PRINT CHR\$(147) "Press any key when ready to Reset!"  
50 PRINT "Then type SYS 49168 (return) to load Alleykat"  
60 GET K\$:IF K\$="" THEN 60  
70 SYS 64738  
80 DATA 162,0,189,35,192,157,97,224  
90 DATA 232,224,6,208,245,78,0,224  
100 DATA 32,44,247,169,0,141,32,208  
110 DATA 32,108,245,169,141,245,3  
120 DATA 78,167,2,168,148,141,219,12,254  
Now type RUN return and place Alleykat into the tape, rewind and then press play, it will now load and run.



### Infiltrator (Disk version)

Turn your disk to side B and place it into the drive and type, LOAD "OUTPUT".8,1 (return)  
when the program has

loaded type in the following for,

For Infinite BOMBS;  
POKE 7252,234: POKE 7253,234: POKE 7254,234 (return)  
FOR INFINITE SPRAY  
POKE 3337,234 POKE 3338,234: POKE 3339,234 (return)  
INFINITE TIME  
POKE 9383,234. POKE 9384,234: POKE 9385,234 (return)  
now type SYS  
POKE 9369,234: POKE 9368,234: POKE 9370,234 (return)  
POKE 9283,234: POKE 9282,234: POKE 9284,234 (return)  
Now type SYS 2176 (if that doesn't work, when you are on the ground mission reset the computer and then type the pokes in).



### N.D.M.A.D.

Load N O M.A.D. and then reset the computer and enter any of the following pokes, for infinite lives,  
POKE 4469,76: POKE 4470,124: POKE 4471,17 (return)  
or for just a set number of lives enter,  
POKE 4217, LIVES (return) to start N O M.A.D enter SYS 319 (return)  
Andrew Gric,  
Manchester.



### Jack the Nipper

When you are on the title screen enter ZAPIT and the border should now go white you have now entered cheat mode and will have no more nappy trouble.



### Hacker II

When the game has loaded and you are asked for you I D. (logon) enter any of the following:  
TITLE (return)  
COVER (return, this is special)

DEMO PAM (return, gives you infinite MRU's)  
DEMO (return)  
WAMI (return)  
DOME (return)  
GOMES (return)  
Andrew Gric,  
Manchester.



### Parallax

To stop the aliens attacking you and ell sprite to background collision  
POKE 5796,96 POKE 63927,96: SYS 319.  
Andrew Gric,  
Worsley, at Manchester.



### IRIDIS ALPHA

After a reset.  
Poke 36020, number of droids  
Poke 36485,234,  
Poke 36486,234,  
Poke 36487,234 infinite droids.  
Poke 38318,234,  
Poke 38319,234,  
Poke 38320,234 stop all collisions.  
SYS36000 — Start game



### EQUINDX

After a reset:  
Poke 16497,96,  
Poke 16605,0 Gets rid of nasties.  
Poke 13561,208 infinite lives  
SYS2830 — Starts game



### THRUST

Press F3 and F7 together, this will slow up the gameplay, allowing it to play easier.  
Julian Emmett,  
Aveley, Essex



### MERMAID MADNESS

These pokes stop all sprite collisions but makes it that you can still collect the objects! Reset these:  
Poke 21244,208  
Poke 21250,240  
Poke 21290,234



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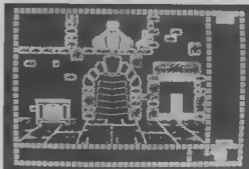
## TRAPDOOR

**W**e felt really sorry for poor old Berk when he phoned Play to Win from the Trapdoor. You see, he's having real trouble completing all these tasks. The Thing upstairs has set his traps. And there are no wages until he finishes them, all.

Being a right lot of Berks, our Play to Win squad have completed, gasp, the whole game. They've come up with a priceless set of tips that will enable you to finish the game and become Super Berks just like them. But they're not giving it all away, a few problems have been left for you to solve for yourself.

### General Tips

Berk will need the help of various monsters and objects to complete his tasks of preparing disgusting grub for The Thing. The monsters all come up out of the Trapdoor whilst the objects are located around the basement. If Berk snatches or loses some of the

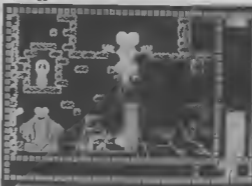


**▲ Pull the lever and send the worms up to The Thing.**

also an idea to practice moving the lever that opens and shuts the trapdoor so that you can do it quickly in an emergency.

Berk has two sidekicks, Bom and Druit. Bom is the talking skull who, when picked up, will sometimes give bits of advice — and sometimes he won't bother. Druit, the spider, just gets in the way and seems to be of little use.

**▼ The chicken's eyes grow larger when it's all set to lay an egg.**



### 1 First Task

#### A Can of Worms

Pretty simple, this one. Make sure you pick up the can as opposed to a container that looks like a can. Go back to the trapdoor and open it to let out the worms. Remember to shut it quickly so that nothing else comes out. Grab as many worms as you can before Druit eats them. There's a clever way of getting rid of Druit using the trapdoor as a tool.

Remember you can always get more worms by opening the trapdoor again. Pick up the can and place it on the

thing; he needs to complete a task, he can leave that task and arrange things for the next one. Objects will always remain where he last put them. Alternatively he can hurt himself down the trapdoor in desperation and the game will restart.

Berk can pick things up, up, carry and push them. But he must be in exactly the right position to do so. That goes especially for pushing things, where exact positioning is very important.

Berk can wander around wherever he pleases so it's a good idea for him to explore all the locations and try to memorize where various things are — he'll have to use them all eventually. There are three levels — the ground, the balcony and the cellar — and Berk can also move forward or back. It's



**C**  
Hints and Tips  
**U**

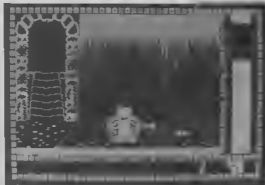


dumb water. Then you've got to find a way of sending it to The Thing — should be no problem there. When he's scolded them, he'll say nice things to you. Wait a little while and he'll shout down the next order, which will probably be

## 2 Second Task Fried Eggs

Open the trapdoor and let out the guest chickens and ably the trapdoor quickly so that nothing else can escape. To actually get the monster to lay an egg you'll have to flick something (to be polite) up its posterior. The thing you need is a bullet — and we're not talking you where to find it. If you lose the bullet, another object will do — even Drut. Here's a clue, the trapdoor itself comes in very handy here as a flicking tool. Oh, and you'll need a container comes in useful here. When you're

▼ Catch those yummy slimys down in the flooded cellars.



for the eggs

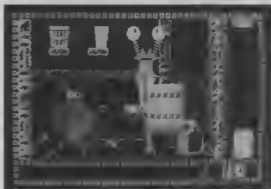
You'll know when the monster is ready to lay an egg because its eyes get bigger. When you've collected at least four eggs in the container (remember that eggs break easily) it's time to set about cooking them. No points for running out that the stove

sure the eggs are cooked, send them up to the dumb waiter.

## 3 Task Three — Boiled Slimes

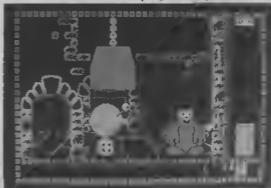
Getting more complicated. The slimes are down in the flooded cellar. Take the bucket down with you and grab a few. You've then got to get them into the big red pot to boil them. But Berk's not tall enough to tip them in. So you'd better find a kopher vantage point.

With the slimes in the pot, you can let the Flamethrower monster up from the trapdoor — again, you'll know him when you see him. Somehow, you've got to use this nasty piece of work to boil the slimes. By the way, they're not ready if the pot isn't steaming. It must still be steaming when you send it up in the dumb waiter. Remember to get rid of the flamethrower when you've finished with him. But he won't go down the trapdoor, so by crushing him — you'll need something pretty heavy.



▲ Get the Eyeball Crusher to bounce into the vat.

▼ Flamethrower monster about to get a nasty shock.



sure out which monster to use for this one. The real problem is finding out where to get the eyeballs. Well, you won't find them anywhere — you've got to grow them. That's why there's a packet of seeds lying around.

Find a reasonable place to plant the seeds and watch as they grow magically into plants. The plants (surprise, surprise) will produce just what you were looking for. All you've got to do now is to collect the eyeballs and turn them into the required crush. With help from the monster and the vat (the big tub on the stand) you should be able to work something out. And then you've got to collect the juice in a suitable container and send it up to The Thing — he's getting pretty thirsty. By the way, the monster bounces round all the rooms and will eventually go back down the trapdoor if you wait long enough.

## 5 Task Five Tidy Up

There are many ways to tidy up but the general idea is to collect everything movable and chuck it down the trapdoor. You need to save one edible item for the ghost to take it when he appears. Close the trapdoor.

Now it's time to open the safe. What safe? You won't find it downstairs. That must mean The Thing has it upstairs? When you've got the safe, you have to work out a way of opening it. We're going to leave you to wrestle with that problem, suffice to say that you'll need to use a rather heavy object.

Baldwin Bucink

## 4 Task Four Eyeball Crush

You must be a real Berk if you can't

# Play to Win

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# Play to Win

Poke 21291,234  
Poke 2,54  
SYS16364 — Starts game.  
*Sean Meade,  
Basingstoke*

## ▶▶ STRANGELOOP

To be able to fly through walls use this little cheat. Go into save mode and press F1. Don't put a blank tape in and press F7. Now press run/stop twice. The screen should all mess up. To go through a wall fly through the parts which are messed up.  
*Michael Gallagher,  
Port Talbot, S. Wales.*

## ▶▶ SPINOZZY

The following routine will jam the on-screen timer. Type in the program, run it and load the game:  
10 X = 679  
20 READ A: POKE X,A,X = X + 1  
30 IF A < > 255 THEN 20  
40 SYS 679: LOAD  
50 DATA  
120,159,52,133,1,162,5,  
189,7,8,157,0,233,202,16,  
60 DATA  
247,169,95,133,1,88,96,255.  
*Sean O'Kane,  
Derry, N. Ireland.*

## ▶▶ MISSION ELEVATOR

To win at the dice game every time, bet any money you wish and select dice number two, then keep your finger pressed on the button and you will win.  
*P. Robinson,  
Rotherham*

## ▶▶ COMMANOO

Here's a set of pokes which do not require a reset. First type LOAD (RETURN) and press play on tape. When the READY prompt appears type POKE 1010, 76: POKE 1011, 248: POKE 1012, 252 (RETURN). Now type RUN (RETURN) and the first part

of the program will load. When the computer resets type POKE 616, 167: POKE 917, 2: POKE 2086, 2A8: POKE 2087, 252 (RETURN). Then type SYS 2061 (RETURN) to load the remainder of the game. The 64 will again reset and you can now type POKE 2225, 240: SYS 2128 to start the game.

You will have infinite lives, 90 grenades and you will complete the game after level 3.

*Geoffrey Wolfe,  
Fairlight, East Sussex*

## ▶▶ BOMB JACK

Load the game and reset then enter these pokes to disable sprite collision:  
POKE593,253  
POKE584,255  
POKE585,255  
To reset the game SYS 2096.  
*Jan Learmouth,  
Great Yarmouth.*

# C16

## ▶▶ FIRE ANT

A 1B56 LDA # \$ FF  
G 1A F4  
255 lives.

## ▶▶ PUNCHY

A 108A NOP  
G 1010  
Infinite lives.  
*Stuart & Jonathan Burton,  
Luton, Beds.*

## ▶▶ JET SET WILLY

Load game, then press reset POKE9471,49 this takes a hit of the wall away in the bathroom east, makes it easier to jump over the herrel.  
POKE10874,234 for infinite lives  
POKE10900,0 start from where you last died

POKE10906,0-POKE10907,0 means you can walk through nasties, best used with infinite lives  
To start game type SYS 10752.

## ▶▶ MANIC MINER

Load game, then press reset.  
POKE10951,185 just go to all exits on all screens.  
POKE10963,57 to see all of the 20 screens.  
POKE10892,255 for infinite lives.  
To start game type COLOR4,1:SYS 10624.

## ▶▶ AIRWOLF

Load game, then press reset.  
POKE7910,9 makes aliens go across top of screen, usual at times  
To start game type SYS 7633

## ▶▶ LEGIONNAIRE

Load game, then press reset.  
POKE10202,255 for 255 lives  
POKE10207, (0-6) choose level (0-6)  
To start game type COLOR4,1:SYS6144.

## ▶▶ MONKEY MAGIC

Load game, then press reset.  
POKE7540,255 for 255 lives  
To start game type SYS9020 then press fire button.

## ▶▶ U.X.B.

Load game, then press reset  
POKE9586,295 for 295 lives.  
To start game type SYS 6500.

## ▶▶ ZOOIAC

A 1E47 LDA # \$ FF  
G 1E43  
For 255 lives

## ▶▶ BMX RACERS

A 2360 NOP  
X

POKE 65302, 206 : POKE 65303, 161  
RUN  
Infinite lives.

## ▶▶ KIKSTART

A 28A3 NOP  
G 2000  
Infinite lives and extra time

## ▶▶ BERKS

Here's a set of cheats for the Berks trilogy:

**Berks 1** When the game has loaded press Run/stop/Reset to get into Monitor and type:-

M261E < Return >  
Change 01 to 00  
GOFFO to start

This gives infinite lives.

**Berks 2** (Major Blink). Get into Monitor and type:-

M296B < Return >  
Change 01 to 00  
GOFFO to start

This gives infinite lives

**Berks 3** Get into Monitor and type

M267E < Return >  
Change 01 to 00  
GOFFO to start

This gives infinite lives  
*Richard 'B.A.' Campbell,  
Tottenham N17.*

## ▶▶ ROBO KNIGHT

Load game and press Run/stop and Reset, press 'X' to get into Basic and then type POKE 4127, (0-255) for the required lives, then press HELP or F7 key to restart game.

*Darren Curran,  
Bilston, West Midlands.*

## ▶▶ GULLWING FALCON

Press down the runstop key and quickly turn the computer on and off again, then type D287B and change the 04 to FF, clear screen and type G2000 for 295 men.

## ▶▶ CUTHBERT IN THE COOLER

Press down the runstop key and type D1141 after you press reset and change the 03 to FF, clear screen and type G1100 for 299 herbs.  
*Wayne Kennedy,  
Tottenham, London*

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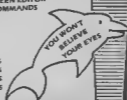
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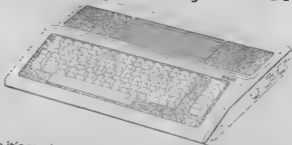
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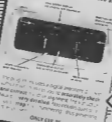


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# ENTRANCE TO THE VALLEY

## TASS TIMES IN TONETOWN

Activision

GrA

64/128

Price: £9.95/cass

£14.99/disk

Gramps has gone missing. Seems he was a bit careless in his lab, and has disappeared through his hoop into another dimension. The only thing for it is to follow him through, and hope to find him on the other side, wherever that may be.

Turns out it's Tonetown, and the way you look, there's no denying the fact that you're a tourist. You're well... decidedly Unisan, and lacking in Tons. And the Toners, especially local lugwag Franklin Sack, don't like tourists. To survive, you'll have to show that you've got the ultra-touch, and become tame! Or you might end up like eyecore Lombot, who got drained out of tons for being so stupid.

To show a bit of tone requires some bodywork at the Jomac Salon.



Worse still, you could end up as Suezleest, or be led to the croqueters. With it so late?

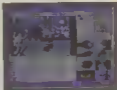
To show tone requires a bit of bodytuning. No problem — it will only cost you a few pucks — and some everyone will be snubbing and talking to you. What's more, it's Septimonial time, and you know what that means — everyone'll be having a real late time! So off to Fast Freddie's with you for a Globopper and Fuzze, then down to the concert to see local pop-group The Daplets. They're back home and I hardly need tell you — they're out-mo-dern, no messin'!

Tass Times runs on a 64, and plays in the format of Borrowed Time. It

was written by the Mindshadow team. But there is similarity with any other adventure debatably ends — it is like no adventure game you've ever played before!

Tonetown has its own trandy language, its currency is guitar pucks, it has foot-tones (public telephone that float in and out), and the locals keep a strange line in pets that tend to devastate their owners' houses.

But its people are something else!



Better than a night out at the Hip-drome.

by Keith Campbell

You'll be distracted for not conforming, and learning to do just that is the second phase of the game. During your efforts to become tame, it's just as well there's a QUICKSAVE facility, for Franklin Sack will be after you, the minute he gets wind there is

led you through the town, and out and about along the local nature trail. There's parks a sinister building, surrounded by an unclimbable wall, its gate well-guarded, and its resident set at all instantly!

Throughout the game, the



Use keyboard or one of the joystick activated icons on the left to input commands.

a tourist in town

Learning all the tame things to do and try is not quite as difficult as it may sound. With the game comes a four-page tabloid newspaper, Tonetown Times, which gives the Brevor of what makes Tonetown tame. Fairly anecdotal and it occurs at first, once you have played into the game a bit, the Times becomes an almanac read. There is information buried in its many news stories and ads that you'll need; spotting it is essential to be able to progress in the adventure.

Once you've got the hang of things, you'll probably end up working as a photographer for the Tass Times, on an assignment with a deadline, for a photo promised in the current edition. But things are never quite as easy as they seem, and with a sudden shock, you will almost certainly discover you took too much for granted!

Your mission to find Gramps will

graphics are often animated; sound effects and music creep up too. One particular location has quite a spectacular picture of a jumping dog, and can be accompanied by a very realistic power-hum. Meanwhile, the concert on at the park has a real catchy number playing, all the tame you're figuring out how to do what you're sure you must!

Multi-word input is supported, but although the vocal is fairly adequate, the parser slips up now and again with a concatenated reply. As an alternative to typed input, common commands can be entered through a number of joystick selectable icons. The game is available on disk only, which is double sided.

If you're feeling a bit fazed by run-of-the-mill adventures, go out and get Tass! You'll discover a whole new way of living — with the Ultra-touch!

Graphics ★★★★★  
Playability ★★★★★  
Puzzleability ★★★★★  
Overall ★★★★★

# INTO THE VALLEY

## THE ARCHERS

Mosaic/Level 9

GrA

64/128

Price: £9.95/cass

The Archers, written in the style of Adrian Mole, is better described as 'Interactive Fiction' than adventure. Consisting mainly of narrative text, with occasional player interaction. There is, however, a definite objective. As an Archers scriptwriter,

Every now and then, scriptwriting is suspended while you receive a memo from him. Likely, he will be commenting on the ratings, and be giving you a 'Pull your socks up' rocket if they are dropping. However, he also has a few observations to make about the way you are taking the script, for he is a who gains the benefits from parties with an interest in the way you handle some of the subjects. These comments may be adverse even when the ratings are soaring!

After a rather than rendering of the signature base, you start off by playing the part of Jack Woolley, self made man and owner of Grey Gables. Various sub-plots are introduced throughout the session, and by manipulating them, you must raise the audience figures from 2,000,000 to at least 3,000,000 to be able to continue in the next part.

Shall you sack Higgs for drunken behaviour, and then have him seek

revenge by cavorting in the swimming pool with the chambermaids? Or will you merely give him a severe reprimand? Could make good listening, that!

Will you try to sell the ailing shop, or sack Martha unless she returns a profit? And how will you handle your

**As Jack Woolley, you must decide how to reprimand the drunken Higgs.**

ambitions to join the Conservative Party? Is your lack of success in that direction because they think you are a peasant, or are you not giving them enough money?

All these, and more, are among the choices you have in your attempt to make the script more interesting, realistic, and maintain a high standard. The trouble is, you can achieve a high standard but run the risk of upsetting the controller -- he



lest! If you're successful, you get to write storylines around Elizabeth Archer, Eddie Grundy, and Nelson Gabriel, as well as Jack Woolley, each loadable from a separate part of the tape.

The game was scripted by real Archers scriptwriters in collaboration with Level 9. The now familiar multi-teaming Level 9 system is used, with graphics at the top of the screen. This time, they are real pictures as opposed to the rather abstract draw-



**Listening figures are down — more sex and violence needed.**

ings inherited from Level 9.

If you're an Archers fan, this game is a must! If not (and I'm not) you'll still find it entertaining. In fact, I'm thinking of turning it on every night myself, now.

By Keith Campbell

Graphics	★★★
Playability	★★★★
Puzzleability	★★★★
Overall	★★★★



Average, highest, average, standard deviation. The original system reached 2,500,000 listeners.

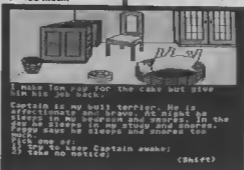
In this section, you control the advertising for Jack Woolley's programme. You must raise the number of the radio's audience to 3,000,000 to be able to continue in the next part.

**Report from upstairs, you're ratings are just average.**

your aim is to increase the radio audience figure for this, the longest running of all soap-operas.

The way the game is presented is to access chunks of the script synopsis as you are 'writing' it, and every now and then to offer you the choice of three plot options. Your decision on which way to take the plot will affect some of the subsequent script, the interest shown by the listening public, and the effect on the Controller of Radio 4.

**Tricky problem with Captain, he snores too much.**



# CAMPBELL'S COMMENT

**E**ver had head alignment problems with your 1541 disk drive? Have you suspected that the violent rattling occurring when certain programs are loading, may have something to do with it? If so, you'd be right.

A common method of copy-protecting commercial software, is to deliberately create a 'bad' sector on the disk. The program accesses this bad sector, but the drive loses track of the head position. To recover, it bangs itself against the endstop to

bad a datum, and tries again. After a number of retries, it reports a read error to the program.

But the program is looking for the read error (it must be the right sort of read error, too), and on receiving it, happily continues reading from the rest of the disk. If it does not receive the error, the program fails.

When you copy a disk, it first has to be formatted. To create a bad sector requires detailed knowledge of the disk system, and some complicated programming at machine

level. So a normally formatted disk has no bad sector and the method is a fairly effective way of copy protecting (although NOTHING is foolproof).

The rattling sound you hear when the program is loading, is the head bouncing against the stop, as it repeatedly tries to read the bad sector. Eventually, this will put the head out of alignment, and you will have to take the drive into a specialist, to have it re-aligned, a service that will deprive you of its use for a few days, and cost you about a fanner into the bargain.

Knowing that their methods are likely to damage the health of your drive, are software companies justified in their techniques? I have no time for pirates, but there are other ways to provide security. As a non-pirate, I object most strongly to having my equipment systematically rendered useless, to ensure that software companies can maintain their fat profits.

Full credit to Magnetic Scrolls for

## INTO THE VALLEY

actually providing a backup facility on *The Pawn*, whilst protecting the program in another way — the use of support material. But there must be other ways too. Would it be too much to suggest that the directors of successful software companies downgrade the models of their cars, and spend the cash instead on developing more moral methods of protection?

Meanwhile, how about boycotting the 'bouncers', or pressing compensation claims for repairs to drives, against the offending producers?

## NEWS



★ **What are the secrets of the Labyrinth?** Whatever they are, you've only got 13 hours to unlock them or you'll be enslaved there forever. *Labyrinth* is Activision's latest Lucasfilm game, based on the film of the same title, starring David Bowie. Still not released in the UK, the film seems to have 'bombed' in America.

The game creates the same labyrinthine world of magic and mystery and includes bizarre characters from the film, like the Fireys, Ludo, Hoggie, Sir Didymus and more. You must solve the many puzzles and mysteries that hinder your progress — and there's only one way of completing the game.

*Labyrinth* features pretty neat graphics and animation but (adventure purists beware), there's no facility for text input. You merely choose from two sets of scrolling words. No details on price yet but the game will be available on disk only.

★ **Rumours have reached the Valley that *Spitting Image* could soon be hitting your computer screens.** Sources do not confirm that an adventure is planned, but chances are that it will be judged by who was recently visiting the TV studios.

Secrecy surrounds the deal at the time of writing, but a look into the adventurer's crystal ball won't go amiss! The scrolls are active, and suggest that an admirer and a rescuer of interactive fiction have teamed up as programmer and publisher in the bid for the licence. And if it comes off — the graphics will be as stunning as the puppets!

★ **A new graphics system is promulgated from Level 9 for selected versions of their future adventures.** Amongst the machines that will be supported with this much needed enhancement to Level 9's current graphics, perhaps more aptly described as abstract representations rather than illustrations, are Commodore 64 and Amiga disk versions.

The graphics will be digitised, and will be capable of displaying fine detail. Called in to draw the pictures is the artist who produces the excellent posters that Level 9 commission for each of their games. First release to feature the new system will be *Knight Orc*, due about the end of the year.



★ **Murder, mystery and suspense** is what you'll get from Fergus McNeill's latest adventure for CRL, *Murder off Miami*. Co-written with Jason Somerville, it's a solve-it-yourself detective saga that closely follows the book of the same title by thriller writer Dennis Wheatley.

Load up your 45 and spread some more gum on your shoes because you're Detective Kettering (of *Homicide*), assigned to investigate an alleged suicide. Oh, yeah? Your hunch maybe right, maybe the victim was pushed out of the speedboat. Several people on board the boat had a good motive for giving him the shove. It's your job to grill them for the truth. *Murder off Miami* is out now at £7.95 for the Commodore 64.

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# COMMODORE 64 CHART

## CHART CHAT

1	Druid	Firebird
2	Fist 2	Melbourne House
3	Go for Gold	Americana
4	Super Cycle	Epyx/US Gold
5	Warhawk	Firebird
6	Infiltrator	Mindscape/US Gold
7	Alleykat	Hawson Consultants
8	Leaderboard	Access/US Gold
9	Trivial Pursuit	Domark
10	Ninja	Mastertronic
11	Dan Dare	Virgin
12	Dragons Lair	Software Projects
13	Sanxion	Thalamus
14	Asterix & the Magic Cauldron	Melbourne House
15	1942	Elite
16	Jack The Nipper	Gremlin Graphics
17	Green Beret	Imagine
18	Ghosts and Goblins	Elite
19	Ninja Master	Firebird
20	Speed King	Mastertronic

*Druid's* rise to the top of the charts has got to be a sign of the times. Just goes to show what the real *Gauntlet* is going to do if Firebird's rip-off can top the pile.

And *Fist II's* leap to number 2 proves what the thumbs up from Ken McMahon and a Commodore User Screen Star can do for you.

Shoot 'em ups are still what most of you want to part dosh for it seems with *Warhawk*, *Sanxion*, *1942*, and *Green Beret* still in the Top Twenty.

The signs are that Mastertronic are losing their grip on the C16 chart with Anco's excellent *Winter Events* challenging strongly at number two.

*Paperboy* tops the general chart on the basis of Spectrum sales. Looks like staying there now that CU have made the 64 version a Screen Star.

Chart watchers who entered last month's compo can read the results in next month's issue.

## GENERAL

1	Paperboy	Elite
2	Trivial Pursuit	Domark
3	Thrust	Firebird
4	Druid	Firebird
5	Ninja Master	Firebird
6	Dragons Lair	Software Projects
7	Light Force	FTL
8	Fist 2	Melbourne House
9	Go for Gold	Americana
10	Dan Dare	Virgin

## C16

1	Finders Keepers	Mastertronic
2	Winter Events	Anco
3	Speed King	Mastertronic
4	Videos Poker	Mastertronic
5	Yie Ar Kang Fu	Imagine
6	Booby	Firebird
7	Torpedo Alley	Firebird
8	Street Olympics	Mastertronic
9	Kik Start	Mastertronic
10	International Karate	Endurance

GALLUP

# INTO THE VALLEY

You're going nowhere, the driver isn't in his cab.



## THE INHERITANCE PANIC IN LAS VEGAS

Infogrames  
GrA

Commodore 64/128  
Price: £9.95/cass  
£14.95/disk

The game is split into three stages. The first consists of your attempts to get out of the building whilst avoiding your creditors (you're pretty short and owe quite a bit). Life begins in your dingy, squalid little room. The graphics are idealistic, you can even see the paper peeling off the walls.



Pick up as much as you can and make a run for it.

Note the phone in the hotel lobby, you'll have to use it.



Infogrames is a french software house, which probably accounts for the stylish presentation of this game. The box is nothing special, but inside is a white disk. Well sealed! The loading screen has a little white archedillo with a rainbow ball very down its back which is also pretty cute.

Let's not mess around. The plot goes like this. Your Aunt has pecced it and left you every penny she owned. You learn this piece of astounding news at the very beginning of the game from a telegram which appears out of nowhere on your screen. Four another, wonder how much it was?

It's not that easy. The old bat has not been quite as well meaning as you thought. It is a condition of her will that you must repeat her achievement of winning a million dollars in one night at Las Vegas. Nice one Auntie.

This is a bit daft really. If you were to win a million in one night at Las Vegas, or even if it took you a week, you wouldn't want the old bat's cash anyway. Still, you could spend all day picking holes in adventure plots and never get to play them.

All actions are carried out with cursor keys or joystick. To move around you simply move the on-screen cursor to the appropriate side

malfunction.

Sooner or later, probably sooner, you will be stopped on the stairs by someone looking for something



Mr Stone, give me back what you borrowed

Better give it back or he won't let you down the stairs.

"Give me back what you borrowed from me Mr Stone", (that's you) they say — pretty unpolitely I you say me.

This is where it helps to have stocked up with gear before leaving your room. It's sort of adventure game mix and match. You have to

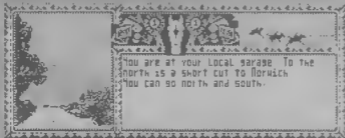
match the right item (plant, candleabra, necklace, pen, gun...) with the right person (old looking guy, Chinaman, well dressed building man, private dick). They aren't the right people incidentally, well some of them are. Failure to come up with the goods results in your downward passage being blocked (ouch).

If you are last enough you can fly past people and dash down the stairs before they can catch you. After that, if you just don't have what they want you can always resort to poking the resolver up their nose. They cower at the mouth and say: "Mr Stone, you have gone mad", but you get past, providing you can outrun the cops. If you make it to the lobby it's just a question of planning for a cab (forget the hire) and you're on your way to the airport.

The following two scenarios differ similar, though more difficult problems. At the airport you must retrieve stolen papers, have a chat with an air hostess get on the right plane and pacify a hijacker (the joys of travel).

Las Vegas. Here's where you have to win a million dollars, but I'm not going to tell you how because that would make things too easy (and you haven't done it yet — Ed). Suffice it to say that you have to win stacks of money by playing fruit machines, roulette and Craps.

The Inheritance is a pretty enjoyable graphic adventure and will go down well with people who don't like to type in pages of text and work out unattractive cypresses. It reminds me a lot of Terramorphous



The graphics are fine and the variety of characters gives it added interest. My only complaint is that it would have been more fun if the responses were more varied than the half a dozen or so stock phrases that seemed to be continually churned out. The sound is also virtually non-existent. Apart from that, a good one.

Kean McMahon

Graphics	★★★★
Playability	★★★★
Puzzleability	★★★★
Overall	★★★★

## TWICE SHY

Mosaic Publishing/  
Ram Jam Corp.  
GrA

Commodore 64/128  
Price: £9.95/cass

You may recognise the title *Twice Shy* — it is the name of the book by Dick Francis, on which this adventure is based. Mosaic, who specialise in "bookware", commissioned Ram Jam to computerise the story.

The story is based around Jonathan Drew, whose role you play. Friends in Norwich, the Eartheys, are in trouble — Donna has stolen someone's baby, and your wife Susan rushes off to help as the game starts. Before long, you are following her

up there in your dusty Peugeot. You soon become involved in an intrigue concerning some cassette tapes which come into your possession, and lead you into danger. What is up there is up to you to find out, and perhaps you will then have a better idea what to do with them.

Since the scene of the action moves between London suburbs and Norwich, there are considerable distances to travel in your dusty Peugeot. Moving off the local roads, you simply follow the signs round the M25, turn off on to the M11, and make sure you don't get lost on the interchanges!

The short distances from room to room, and in the same vicinity, are walkable. Thus there are places you cannot go on foot, and places you cannot take the car, and the two are merged together quite realistically — quite an achievement, as you will already know if you have tried writing an adventure with that sort of scenario!

In *Twice Shy*, you even have to get out of the car to buy petrol. If you then try to start it up, forgetting you haven't got back in, the Ram Jam humour shows through with a "Just how long do you think your arse is?" message!

It pays to have a fair bit of cash on you, for there is the inevitable AA man, who, after you've tried driving up the wrong carriageway, will gladly repair your car — for an arm and a leg! If you can't pay, he will move off, leaving you to type QUIT! as the message says. And it means it!

The book has a horse-racing theme, and of course, Newmarket is en-route to Norwich. This is where

You'll need to buy petrol before getting to Norwich.

Looks like you're going to lose your shirt on this one.



*Twice Shy* departs from the ordinary run of the mill adventures. If you get to the race course at the night time, you can go racing, which involves loading in the game on the reverse side of the tape. Here you will find six events on which you can gamble — and it is said that some of the horses' names provide clues to the adventure. But more than that, the money you have in your adventure inventory, can be used for betting, and your winnings (if any!) can be taken back with you when you quit

the races.

Four runners compete in each case, and their odds are displayed. Before placing a bet, you can call up a separate screen showing the form of each mount, for a better informed gamble. When bets are placed, the race is shown in animated graphics.

For non-adventure fans who like a flutter, the racing can also be played as a stand-alone game.

Ram Jam have developed their own very sophisticated Adventure System, which they call the 'Zoo'. *Twice Shy* is the second game they have produced with it, and the first to reach the 64. Very impressive it is too.

The screen is split into three windows plus an attractive graphic horse logo at the top. A fairly small window displays the location graphics, but the picture within is surprisingly effective, and instantaneous to display. There is also a location text window, whilst the lower half of the screen carries the conversation between player and computer.

All the windows are edged with a yellow border, and the whole screen has a most attractive and colourful look about it. Even on moving location, when there are changes occurring in all three windows, the response time is extremely fast — in the order of a couple of seconds.

Mosaic stress that it is not intended that you should have read the book to be able to play the game. However, it might make for a more

interesting session on the computer, and give you a few pointers as to what to do next.

*Twice Shy* cleverly combines two games of a very different nature into one providing good entertainment value with a professional finish.

Graphics	★★★★
Playability	★★★★
Puzzleability	★★★★
Overall	★★★★

# VALLEY Rescue

## RESCUE SERVICE

### VALLEY TO THE RESCUE!

**VALKYRIE 17:**  
Buy the girl a drink, and then kill her in private before getting her handbag! Don't forget to hide the body.

**SEE KA OF ASSIAH:**  
Search the room with the gate, and look in the sack to find the hammer.

**TRINITY:**  
Sail on wheels across the grass! Feeding the birds will change the wind.

**HULK:**  
The doctor is in the empty dome. Make sure you examine what he points at!

**KENTILLA:**  
A dead Ouzar is a good safeguard against swamp death.

**YASS TIMES:**  
Hairdo and a tuss outfit will get you an assignment at the Times. Talk to the Ed!

**LEATHER GODDESSES:**  
A seemingly useless circle can be used as an in-bypass after drifting.

**FANTASTIC FOUR:**  
Smoke cover shields you from the death-ray.

**TIME MACHINE:**  
Jam the lever with stone to exit the Sphinx.

The Valley Rescue Service works! Now, thanks to the generous support of all you Valley readers, we can let a few October staffers off the hook!

John Jennings was frequently being burned to death as *Treasure Hunter Barry Wainlock* of Bolton, and Steve Broadfield of Evesham, have come up with completely different answers!

Look before you enter the cave, says Barry, and you will find a bottle. Fill it at the nearby river, and put the flames out by throwing the bottle. Simple, isn't it? But Steve doesn't agree. John will not get out of the cave past the flames, he says. So far, so good. But get hold of the treasure found inside, and put it to good effect — WAVE WAND!

Kentilla's sufferer Philip Daniels is offered some advice by Mrs Ruby Wilgave. After swinging on the rope, take it back. And to get the green scroll, first free Timasdra, and let her follow you to Zaida, with whom she will have a few words.

Stone me — that was quick! Here is Maria Scott, gallantly helping Mr Downes off the wall in *Draconis's Castle*! Once you have climbed up, you are on top — so simply CLIMB DOWN! But Mens still shares the ruby coloured button problem in *Jerusalem 2*, with Mr Downes! "Please, please, please, someone, anyone, HELP!"

After the night of rain, come the cries of agony! Nicholas Park writes from the room behind the broken mirror, postmarked Belgium. He has wreaked a veritable trail of destruction in there, hitting, breaking and dumping everything in the room, but still he cannot get out! The genre, of course, is *Zork III*.

Further afield, in the industrial states of Hampstead, from Victoria, Australia, is Martin Trommer, with a letter bracket and no escape route. How do you get out?

And finally, Nereez Ahmad writes from Brunel, asking if the Valley Rescue Service extends to South East Asian readers. Of course it does, Nereez — it may take a little longer for our reply to reach you, but whenever you send Commodore Usaq, we will support you, providing your address is not in South Africa.

## A CLOSER LOOK AT HULK

Since being released as a "cheaper" Hulk has gazed a whole new lease of life, and is claiming, once again, more than its fair share of frustrated victims!

Let's see if we can help Bruce Banner; or his way.

The first problem which baffles many players, is how to get out of the dome. Forget the ring until much later — you're not able to tackle it at present. But do note that the bounce in the tunnel is actually a toggle switch. Press it once, and different state exists. Press it again, and things revert to normal. And remember — you must be HULK to exit the dome safely!

Outside the dome, things can be downright confusing. There's a bit of an optical illusion here. It's not only one dome! From the turreted area, south always takes you to the underground room — don't try to beat that until you have spoken to your doctor! Other directions move you sensibly, including one that only in the presence of the Chief Examiner — from whose presence you can only

be ordered 'Begone'!

So many of you ask how to kill the ants — I suppose that's only natural as they keep killing you! But handled properly, they are one of the key things that will help you rescue another Supethero, and complete the game.

Bel you will need some wax — just wave goodbye to the bees! And as for that doctor, he will appear in the right place when you become HULK. But you must get to speak to him, so watch what he does when he appears. And take his advice, at all costs!

## ADVENTURE CHART

1	Jewels of Darkness	Rainbird
2	Beyond the Forbidden Forest	Cosmi/US Gold
3	Pawn	Rainbird
4	Leather Goddesses of Phobos	Infocom
5	Warriors of Ras	All American/US Gold
6	Exodus Ultima 4	All American/US Gold
7	Rebel Planet	Adventuresoft
8	Lord of The Rings	Melbourne House
9	Alternate Reality	Datasoft/US Gold
10	Time Tunnel	JV/US Gold



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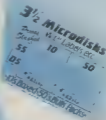
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# CHAMPIONSHIP WRESTLING

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...the most exciting...

...the most exciting...  
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...the most exciting...

...the most exciting...  
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BREAK  
HIS NECK**

**MANGLE  
HIS RIBS**

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AND GUTS FOR ONLY  
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**KILL  
HIM**

**SMASH  
HIS  
FACE IN**

"forget you ever heard of Rock'n' Wrestle  
- Championship Wrestling from EPTX  
will make it pale into insignificance when  
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Keep 64



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# INTO THE VALLEY

Step into the Pawn shop for your chance to scoop some of the best prizes ever offered in a Valley competition. Here's what you could win.



COMPETITION  
COMPETITION  
COMPETITION  
COMPETITION



# THE PAWN SHOP



## First Prize

A beautiful chess set worth over £120.00. The pieces are based on the famous Isle of Lewis chess set, which dates back to the Twelfth Century, and represents the earliest origins of the game known in the British Isles. It was discovered in an underground chamber on the west of the island in 1831 and now resides in the British Museum. The board is made from solid English rosewood.

The first prize also includes a copy of *The Pawn* by Magnetic Scrolls. And just so you'll look hip and trendy as you play the game a Commodore User T Shirt is thrown in as well.

## Second Prize

Three runners up will each receive a copy of *The Pawn* by Magnetic Scrolls/Rainbird and a CU T-Shirt.



## Third Prize

30 Pawn posters.



### DOWN

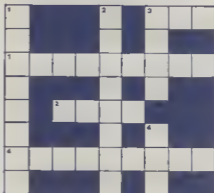
- 1 Down. Surname of well known adventure writer.
- 2 Down. You might get one of these in the face if you are unlucky at the end of this month.
- 3 Down. Classic Infocom series of adventures.
- 4 Down. Useful items are often found beneath the ground by using this common adventure command.

### ACROSS

- 1 Across. Home city of a world famous adventure games manufacturer.
- 2 Across. Popular boozey locations — used in several adventures.
- 3 Across. Wild animals may bring your quest to a sticky end at this place.
- 4 Across. One below ten.

### COMPETITION RULES

Complete the crossword and send it to Commodore User, Pawn Shop Compo, 30-32 Farringdon Lane, London. EC1A 3AU. Entries must reach our office by December 20th.



# THE ULTIMATE ROLE PLAYING FANTASY GAME

Threat the Valkyrie  
beasties who are  
powered to victory  
by strong armour

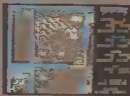
Threat the Warriors  
bold and brave,  
there can be no victory  
until they are  
hard to hand  
control

Overthrow the Elf,  
rough and  
his deadly  
and unbelievable  
speed make him a  
formidable foe

Victim the Wizard,  
mystical and wise,  
the power of his  
magic is untold



Enter the world of monsters and mazes.  
Travel the path of mystery and combat  
in search of the food that replenishes your  
'health'. Your way is barred by an array of  
monsters and legions of enemy beings but they are  
not your only foe in the quest for food, treasure and magic  
potions - your fellow players compete in search of the same good bounty



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# GAUNTLET™



U.S. Gold Ltd. Units 2/3 Holford Way,  
Holford, Birmingham B6 7AX Tel 01 2569388



reviewed by  
Fred Reid

# Little Black Box

# Black Box

Thinking of buying a printer? There are more around than you've had TV dinners, each with its own set of features and enhancements. However, unless you choose one of Commodore's own printers or one of the ever increasing range of 'compatibles' (the Star SG10C for example), you're going to need an interface adaptor of some sort.

Again, there are many to choose from, usually designed for a particular type of printer or with a particular purpose in mind. I've seen many so-called 'universal' interfaces in my time, most of them have some serious drawbacks!

The most important thing to bear in mind when buying an interface is your software. If you are going to make use of the print utilities incorporated in a lot of modern software, particularly graphics, you are going to have to choose very carefully indeed.

Uniprint is designed to interface a Commodore 64 to a wide range of parallel printers, particularly Epson, Star, Smith Corona, Riteman and Okidata, and can be set up through software to suit many applications.

The interface itself is housed in a small black box, not much bigger than a couple of cassette boxes, and has three cables leaving it.

The large flat ribbon cable connects to the parallel port of your printer, the long thin cable plugs into the serial bus of your 64 for disc drive if you have one. The third lead is smaller still, and plugs into your 64's cassette port. It takes its power from here! Don't worry though, the plug is also a socket so you can still plug your cassette deck in as normal.

From Basic, you can send text and commands to your printer using the PRINT # command.

Basic allows you to send a 'secondary' address in the OPEN statement, this can be used to set up the interface for a particular application. The above example will print upper case letters only, while using the secondary address 7 will print lower case. Other secondary addresses can be set to control auto line feeds and control ASCII translation. Commodore ASCII code is different from everybody else's, so Uniprint can cleverly translate this to 'true' ASCII. Sometimes though, you will need to

send an instruction direct to the printer without translation, thus you can get a choice.

Uniprint has some other attractive features too. In Epson emulation mode, your printer behaves as if it were an MPS801, giving out the 64's entire graphic set! Another useful feature is Uniprint's ability to print reversed characters and dot graphics. Dot graphics can be used to generate pretty borders and underlining, but graphs or even user defined characters!

But in actual use, I hit upon a major snag. The cables were too short to reach my printer! Fortunately, it is possible to extend the single wire from the cassette port, but they should have thought of that at the factory! Unmodified, you are restricted to a distance of three feet from the cassette port of your 64 to the Centronics port on your printer, so the ac-

tual distance between 64 and printer could be as little as a foot.

Another potential problem could occur: the connection to the cassette connector is very fragile indeed, a couple of twists and it'll drop off!

Having got everything wired up, I put Uniprint through it's paces. First, I tried sending commands direct from my 64 to my ageing Star Delta printer. No problems here, the ASCII translation worked, and the transparent mode allowed me to send text enhancement commands without any conflict in text.

Using packaged software, on the other hand was a different story. SuperScript didn't like it at all. No matter which secondary address I sent, all I got was garbage. Print Shop also put up a fight, and Visistar wouldn't print graphics. One possible source of trouble centres around Uniprint's 'soft' programming. Before loading your software, you have to send the correct secondary address to the interface, as you can't do this with the software running. A bit of a drag if you can't set up your software to suit the interface!

A good emulator will allow you to test your software with a combination of interfaces and printers and you find one that suits. Uniprint is worth looking out for at under £30 quid!

- Uniprint
- Commodore
- 64/128
- Precision Software
- Tel: 01-330 7166
- Price: £29.95

## Uniprint interface reviewed

Trying to find an interface for your printer can be a nightmare. Will it actually do what you want when you get it home. Uniprint may be the answer, it claims to be a 'universal' interface.



▲ A universal interface for your printer — too good to be true?



# Picasso's



## Revenge

Art package for the 64/128

reviewed by  
Bohdan Buciak

Don't be fooled, Picasso didn't really use this program, but he might have wanted to. It's on disk, it uses a lightpen and it lets you print your drawings out — all for 30 sovs.



Art and drawing programs have always been popular utilities for the 64. And since there are so many around, you have a good chance of getting just what you want. They generally use either a mouse, a joystick or a lightpen as the drawing device. Which one you choose depends on what you want to draw — and how much money you have to spend.

Mouse-driven packages are the most expensive and probably the best. They generally allow for very accurate drawing of lines and geometric shapes, and they're pretty good at freehand work too. Cheapest are the joystick-driven programs — most 64 owners possess a joystick anyway. But they fall down a little on freehand drawing since a typical joystick moves in only eight directions.

Lastly come lightpen-driven programs like *Picasso's Revenge*. These are ideal for freehand drawing because you're using natural hand movements. The pen's immediate response gives more control and freedom of movement. But they're not as accurate for close-up work because all lightpens waver a little when pointed at the screen.



Picasso's Revenge (we love the name) hails from America, which is probably why it's only available on disk. The package costs £29.95, comes with a lightpen and is distributed in the UK by Precision Software. Not just a drawing package, it has a utility that lets you print your work on a number of printers. That's good news; why draw a picture if you can't hang it on your wall?

When loaded, Picasso's Revenge starts by calibrating the lightpen to your particular screen. You then see a surprisingly uncluttered display, showing a complete range of colours across the top and a selection of icons across the bottom. A nice touch is that the background reverts to the colour you've chosen. Pressing the 'G' key makes the boxes disappear altogether.

To activate an option, simply point your lightpen at the box you require and press either the Commodore or CTRL key. You must also hold one of these keys down when drawing.

There are two screensfuls of icons across the bottom, giving the usual range of functions. For drawing you get line, consecutive line, triangle or circle, rectangle, variable brush width fill, 25 predefined textures and the provision for including text. Spray mode is the only function activated from the keyboard. Pressing 'S' toggles it on and off.

There's also a magnify and block move function and a means of setting the sensitivity of the pen — the slower the pen the more accurate it becomes. When using texture fills, you can alter one of the colours in the texture. There's also a facility for designing your own textures.

Apart from those, there's a disk utility that lets you load and save screens, call up a disk directory, format a data disk, and customise the package to print out to a printer of your choice. The range is large, including Epson, Star, Oxi and the Commodore 1525 and 1526 models. The MPS 601 isn't included but the manual does tell you it's equivalent to the 1526.

So how does the package shape up as a user? Like most drawing programs, it's good at some things but not so



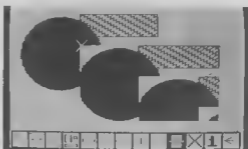
Uncluttered display gives colour options across the top and drawing functions across the bottom.

good at others. Being lightpen driven, it's very effective for freehand drawing. The choice of brush gives you a range from very thin to very thick. But you can't define your own brush shape.

Changing colours is simplicity itself. In fact, it's probably the nearest you'll get to real painting. You can really splash the colours around and control the lightpen as you would a real brush. Also effective is the spray mode which will spray solid colours or textures.

Magnify mode works very well, allowing you to turn meticulous mode blocks on and off for more detailed work. It also lets you use the cursor keys to scroll around the screen.

Fill mode paints any enclosed shape with your chosen colour or texture. Ideally, the programmer has managed to overcome the 'bleed' problem you get when filling on top of an area already filled — it works perfectly. On the minus side, fill doesn't always work well on complex shapes; it sometimes gives up leaving some areas blank. Fortunately you can rectify that by painting the blank space using the magnify mode.



Predefined areas of the screen can be moved around and copied.

More advanced is the block mode. You define the area you want to move or copy inside a rectangle and then move it to the desired position. Sadly, there's no provision for rotating anything or producing a mirror image. But there is a 'kaleidoscope' mode in which everything you draw is mirrored both vertically and horizontally.

To its detriment, Picasso's Revenge is lousy for drawing geometrically, say, technical plans or layouts. Its shape functions have no 'snaptic' lines and there's no display of x and y co-ordinates for plotting points accurately. Moreover, the program works in microcolour and not in hues mode.

You can save your drawing to disk and print it out by choosing one of the printers listed on the menu option. You get it from the serial port and you must make sure any interface adapter you're using is in 'transparent' mode.

The manual is a little confusing on details but it does point out that some pictures are saved as program files, you'll be able to incorporate them into your own programs. A program

listing is given in the manual which will load and display the picture without Picasso's Revenge being present, by changing pointers for the bitmap and the area matrix.

In conclusion, Picasso's Revenge scores highly on ease of use, and is very well suited for freehand drawing. But it is much less at home when called upon to do precise and geometric designs. So if you just want to doodle this package can be really good fun. And it has the bonus of letting you print out your work. Just think, Picasso could have made thousands of copies of his work — good job he couldn't!

Package comes complete with lightpen and instruction booklet.



- Picasso's Revenge
- 64/128
- Precision Software
- Tel: 01-330 7166
- Price: £29.99 (disk only)

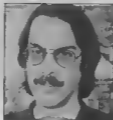
# CHRISTMAS

## WITH THE STARS

**W**hat do all the programmers do at Christmas? Are they rivetted to their seats or do they actually unwind a little? Get drunk and fall over, put up Chrimbo decorations on their border screens and stuff themselves stupid at dinner time?

We asked a selection of the country's top men and women just what they'll be up to this year and as usual got a load of unprintable replies which we had to edit and make up ourselves (don't tell them that — Ed). No, we didn't, anyway only half were too disgusting for words.

**Rob Hubbard**



**Dave Collier**



Much sought after freelance music and effects programmer. Many original pieces including Commodore and Prokofiev interpretation on Sanson. Currently working on Dragon's Lair II.

**What do you like about Christmas?**

*Getting my free subscription to Commodore User (hint, hint).*

**What do you hate about Christmas?**

*Having to play Christmas tunes for people.*

**What are you doing this Christmas?**

*Getting as far away from computers as possible.*

**What's your favourite part of the Christmas dinner?**

*The smell!*

**What was the best pressie you got?**

*a) In a cracker.*

*Tea bags (that'll mean a lot to people on the hacking circuit).*

*b) Ever.*

**The Commodore Amiga I got from you ha ha!**

*It's better to give than to receive, so what's the nicest present you ever gave?*

*Virginity — an that's too naughty.*

**Who would you most like to kiss under the mistletoe?**

*The Leather Goddess.*

**What programme do you turn off at Christmas on TV?**

*Cee-fax or cricket.*

**Who would you never dream of sending a Christmas card to?**

*Roland Rat*

**Who do you know who would best fit the character of 'scrooge'?**

*British Telecom*

Dave was responsible for one of the year's best conversations, Green Beer and before that Rambo. He's currently completing Terra Cresta.

**What do you like about Christmas?**

*I don't.*

**What do you hate about Christmas?**

*Everyone's expected to buy presents for everyone — I ou should give presents for the right reason.*

**What are you doing this Christmas?**

*Working — but on what I'm not telling you yet.*

**What's your favourite part of the Christmas dinner?**

*I'm a Yorkshire pudding man myself — I'm having roast beef this Christmas.*

**What was the best pressie you got?**

*a) In a cracker.*

**Do you ever get anything worth having?**

*bt kver.*

**I bought a great electronic drill once.**

*It's better to give than to receive, so what's the nicest present you ever gave?*

*I bought the wife a smart gold watch.*

**Who would you most like to kiss under the mistletoe?**

*Martin Galway*

**What programme do you turn off at Christmas on TV?**

*3-2-1. That gets turned off at anytime of the year.*

**Who would you never dream of sending a Christmas card to?**

*Julian Rignall — 'coz he never gives a good review.*

**Who do you know who would best fit the character of Scrooge?**

*Colin Strakes — marketing man at Ocean. He does the wages for the programmers.*



## Anita Sinclair



Boss of Magnetic Scrolls, the company responsible for the truly mouthwatering Pawn. She's currently directing operations on Guild of Thieves the sequel, and a host of other adventures but '87

What do you love about Christmas?  
I don't like Christmas.

What do you hate about Christmas?  
I hate all the hype — and no one puts out a stocking for me anymore.

What are you doing this Christmas?  
I'm going to the South of France — I've spent most of my life there.

What's your favourite part of the Christmas dinner?  
The gravy (the non-lumpy stuff).

What was the best pressie you got?  
a) In a cracker.  
Miniature pack of cards.  
b) Ever.

An IBM compatible Xmas tree — it lit up when you talked to it.

It's better to give than to receive, so what's the nicest present you ever gave?  
I gave my sister a saddle for her horse.

Who would you most like to kiss under the mistletoe?  
Eugene Lacey — now there's a wind-up.

What programme do you turn off at Christmas on TV?  
Either "The Sound of Music" or the Queen's speech.

Who would you never dream of sending a Christmas card to?  
Commodore User's printers — for coking up our Pawn picture.

Who do you know who would best fit the character of Scrooge?  
Ed Williams — head of British Telecom (soft).

## Chris Butler

Freelance programmer, currently working for Elite. Already has two massive hits on his hands with Ghosts 'n' Goblins and Commands. Currently working on conversion of Space Harrier

What do you love about Christmas?  
The Royalties from a Christmas release.

What do you hate about Christmas?  
Deadline dates.

What are you doing this Christmas?  
Trying to finish Space Harrier in time.

What's your favourite part of the Christmas dinner?  
The wishbone — (and wishing I'd never started that game in the first place).

What was the best pressie you got?  
a) In a cracker.  
A Space Harrier machine.  
b) Ever.

Bottle of Brut 33 aftershave.

It's better to give than to receive, so what's the nicest present you ever gave?  
A signed Christmas card.

Who would you most like to kiss under the mistletoe?  
Kate Bush.

What programme do you turn off at Christmas on TV?  
Night Thoughts.

Who would you never dream of sending a Christmas card to?  
Elite's accounts dept.

Who do you know who would best fit the character of Scrooge?  
Nigel Lawson.

## Bob Armour

Genre programmer. Pentangle, currently working on US Gold's eagerly awaited Gauntlet conversion.

What do you love about Christmas?  
Snowball fights, especially against Rod Cousens.

What do you hate about Christmas?  
Repeats on TV like "The Sound of Music" and Andrew Braybrook's latest game.

What are you doing this Christmas?  
If I can borrow Geoff's Ferrari, about 190 m.p.h.

What's your favourite part of the Christmas dinner?  
Jeff Minter's giblets (we all know that he's a turkey).

What was the best pressie you got?  
a) In a cracker.  
A Ferrari Testarossa (hint! hint!).  
b) Ever.

An autographed photo of myself.

It's better to give than to receive, so what's the nicest present you ever gave?  
A subscription to Commodore User for my grannie!

Who would you most like to kiss under the mistletoe?  
Daddy!

What programme do you turn off at Christmas on TV?  
Harvey's Bristol Cream advert.

Who would you never dream of sending a Christmas card to?  
Myself. I'm not as vain as Tony Crowther.

Who do you know who would best fit the character of Scrooge?  
Jon Dean of Activision.

## Martin Galway



Ocean's resident sounds man has put his tunes on just about every Ocean game so far and is currently working on material for all their Christmas releases

What do you love about Christmas?  
Pressies!

What do you hate about Christmas?  
All those holiday adverts on TV.

What are you doing this Christmas?  
Staying at home writing "Galaga" on the Amiga.

What's your favourite part of the Christmas dinner?  
Chicken's eyeball & cow's rear-knee soup (we always eat Chinese at Christmas you know).

What was the best pressie you got?  
a) In a cracker.  
A "party-time accessories Ltd" blonde stick-on moustache.  
b) Ever.

A bottle of "miracle hair restorer" — but I dropped it and it smashed.

It's better to give than to receive, so what's the nicest present you ever gave?  
Last year I gave my cousin Patrick a load of Ocean games — that's nice isn't it! (Wonder where I got those from?)

Who would you most like to kiss under the mistletoe?  
Any of our office girls at Ocean 'cos they're all gorgeous.

What programme do you turn off at Christmas on TV?  
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# EDUCATIONAL COMPUTING



# RACKER

# CHRISTMAS



for the  
C16 and  
Plus/4

by  
FRANK BINGLEY

We couldn't let you 16 and Plus/4 owners suffer Christmas Day telly without a festive type-in. So here it is, a cracker — a Christmas Cracker. You have to arrange 36 pieces to form a Christmassy picture.

When you've typed the program in, you'll see three grids on the screen. Press 'E' and the complete picture appears in the left-side grid. The '=' sign makes it disappear again. You have to make the same picture in the middle grid.

Place the pieces ('Z' scrolls you forward and 'X' back) by using the cursor keys to line up the horizontal and vertical marker on the middle grid. When you've chosen the square, hit the spacebar and the piece appears in that square. Carry on until you've built a picture identical to the one on the left. When you've finished, press '\*' and the grid on the right will show you how many pieces you got right.

The quicker you do it, the higher will be your score. But it goes down whenever the left-side picture is revealed. So the idea is to view it, try to memorise and then hide it again. To recap on the instructions, simply press 'I' when you see the title screen.

```

10 POKES6,59:POKES2,59:CLR:TRAP440
20 DIMU6(36),P6(37),P26(37):XX=3606:YY=3125:X1=14:Y1=1:GX=1:DY=0:T=0
30 PRINT"(CLR)INI1AL101NG":IFPEEK(15577)=3THENB0
40 POKE1176,44:FDRA=DT012789:POKE15360+A,PEEK(53240+A):NEXT
50 CH=0,FORA=15576T015742:READD:POKEA,DIH=CH+DI:NEXT
60 FORA=15872016119:READD:POKEA,DI:CH=CH+DI:NEXT:FORA=1T0252
70 READDI:CH=DI:DI:NEXT:IFDI<>101023THENPRINT"DATA ERROR":POKE15577,DI:STOP
80 POKES207,PEEK(65287)OR16:POKE65296,PEEK(65298)AND251:POKE65299,60
90 POKES305,113:COLDRS,3:COLDR4,1:COLDR0,1:COLDR1,11,3:PRINT"(CLR)(DOWN)(DOWN)(
DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)"
100 FORA=1T036:P6(A)="":NEXT:F6=CHR6(57)+CHR6(157)+CHR6(17)
110 RESTORE1020:FORA=1T036:FORB=1T04:READD:1FD<32THENEND=6+64:SO10130
120 1FD>63THENEND=0+32
130 P6(A)+P6(A)+CHR6(D)+NEXTB,A
140 FORA=1T036:P6(A)=LEFT$(P6(A),2)+P6+RIGHT$(P6(A),1)+NEXTA
150 P6(D)="(W)T="(DOWN)(LEFT)(LEFT)"="(GOBUBASO)FRINT"(LRED)(CLR)"
160 CHAR,10,7,"(GRN)CHR18THAS++=CRACKER":CHAR,18,10,"BY":CHAR,13,12,"FRANK+BINGL
EY"
170 IFT=0THENENDGUB690
180 FORA=DT036:UB(A)="":NEXT:IFDR=1T01000:NEXT:IFAB="1"THENGDSUB750:GOSUB690
190 PRINT"(CLR)(HOME)(HOME)"&BPC(11)"(BLU)CHR18THAS CRACKER":B2=0
200 COLDR1,11,3:TW=1:GOSUB8400:PRINT"(HOME)"T=14:GOSUB8400:PRINT"(HOME)"T=27:GOSU
B8400
210 PRINTTAB(5)"(BLU)(DOWN)CLOCK"8PC(8)"FIECE"8PC(5)"HIGH SCORE(YEL)(DOWN)"
220 PRINTTAB(18)"=====PRINTTAB(18)"=====PRINTTAB(18)"=====PRINTTAB(18)"=====
230 PRINT8PC(5)"(UP)(UP)"(UP)0"(PRINTTAB(30)"(UP)":H6:COLDR1,11,3:CHAR,19,17,P6(PP)
18B=-1
240 GETA$:IFAB="Z"THENPP=PP-1:IFPP<0THENPP=36
250 IFAB="X"THENPP=PP+1:IFPP>36THENPP=0
260 B=5:1:PRINT"(YEL)":CHAR,5,17,STR$(B):COLDR1,11,3:CHAR,19,17,P6(PP)
270 IFB2=1THENS=B+7:SOJND1,800,2
280 IFAB="(DOWN)"THENGOSUB440
290 IFAB="(UP)"THENGOSUB490
300 IFAB="(RIGHT)"THENGOSUB520

```



```

310 IFAB=" (LEFT) "THENSUBS550
320 IFAB="E" THENSG2=1: SUBB420
330 IFAB=""" THENSG2=0: PRINT " (HOME) " : T=1: GORUB400
340 POKEXX, 16: POKEY, 12: IFAB=" " THENCHAR, X1, Y1, PZ6 (PR): U6 (QY6+QX=PZ6 (PP)
350 IFAB="S" THEN370
360 FORB=1 TO10: NEXT I: GOTO240
370 GSUBBS90: IFCF=0 THENPRINT: CHAR, 0, 20, " (WHT) YOU DID IT++++++" : GOTO390
380 CHAR, 0, 20, " (WHT) TOLDSH 1: U6X++++++"
390 PRINTTAB (10) "YOU RECOVER "BC: FORB=1 TO2000: NEXT X: GSUBB490: GOTO150
400 FORA=1 TO6: PRINTTAB (T): : FORB=1 TO6: PRINTP6 (O) " (UP) " :
410 NEXT B: PRINT: PRINT: NEXT A: RETURN
420 COLOR: 1, 3: PRINT " (HOME) " : X=1: FORA=1 TO6: PRINT " (RIGHT) " : : FORB=1 TO6: PRINTP6 (X) " (UP) " :
430 X=X+1: NEXT A: PRINT: PRINT: NEXT A: RETURN
440 POKE65287, PEEK (65287) AND239: POKE65298, PEEK (65298) OR4: POKE65299, 208
450 PRINTERRR: ER1, CLRND
460 POKKEY, 32: Y=Y+50: IFYY=360 THENYY=3125
470 Y1=Y1+2: QY=QY+1: IFY1>12 THENY1=1: QY=QY-6
480 RETURN
490 POKKEY, 32: Y=Y+50: IFYY=3045 THENYY=3525
500 Y1=Y1-2: QY=QY-1: IFY1<0 THENY1=1: QY=QY+6
510 RETURN
520 POKEXX, 32: XY=XX+2: IFXX>3616 THENXX=3606
530 X1=X1+2: QX=QX+1: IFX1>24 THENX1=14: QX=QX-6
540 RETURN
550 POKEXX, 32: XX=XX-2: IFXX<3606 THENXX=3616
560 X1=X1-2: QX=QX-1: IFX1<14 THENX1=24: QX=QX+6
570 RETURN
580 CF=0: BC=0: FORA=1 TO36: 1: FUB: (A)=P6 (A) THENSG=BC+500: GOTO600
590 CF=1: U6 (A)=P6 (O)
600 NEXT A: 1: FCF=0 THENSG=BC+5000
610 SG=SG-INT (SG/2): 1: FSC: 0 THENSG=0
620 IFSG>8 THENSG=BC
630 T=27: PRINT " (HOME) " : X=1: FORA=1 TO6: PRINTTAB (T) " " : FORB=1 TO6: COLOR: 1, 3
640 PRINTU (X) " (UP) " : X=X+1: NEXT B: PRINT: PRINT: NEXT A: RETURN
650 R6="": R6="": FORA=0 TO36: R6=R6+CHR6 (A+41) : NEXT
660 FORA=1 TO37: R=INT (RND (1) * (LEN (R6) + 1) : R6=R6+MID6 (R6, R, 1)
670 R6=LEFT6 (R6, (R-1) + RIGHT6 (R6, (LEN (R6) - R) + 1) : NEXT
680 FORA=1 TO37: R6=R6 (A-1) * P6 (ASC (MID6 (R6, A, 1) - 41) : NEXT: RETURN
690 CHAR, 9, 24, "PRESS ANY KEY TO PLAY": GETA: IFAB=" " THEN690
700 RESTORE 110: VOLS
710 READN1, N2: IFN2=-1 THEN700
720 SOUND1, N1, N2*2: SOUND2, N1+3, N2*2: FORB=1 TO2B: N2: NEXT
730 GETA: IFAB=" " THENRETURN
740 GOTO710
750 RESTORE 170: PRINT " (CLR) (CYN) " : FORA=1 TO15: READD6: PRINTD6: NEXT A: RETURN
760 DATA 0, 3, 10, 10, 1, 0, 5, 0, 252, 255, 191, 175, 107, 107, 87, 64
770 DATA 0, 0, 192, 192, 240, 240, 252, 60, 1, 0, 0, 0, 3, 5, 63
780 DATA 84, 104, 170, 179, 243, 243, 243, 243, 0, 0, 0, 0, 0, 0, 0
790 DATA 8, 0, 128, 160, 224, 232, 232, 170, 127, 80, 0, 3, 3, 10, 0, 0
800 DATA 207, 15, 255, 255, 255, 170, 255, 255, 170, 170, 234, 232, 240, 160, 240, 240
810 DATA 3, 15, 15, 10, 3, 15, 60, 0, 252, 240, 195, 131, 194, 195, 195, 207
820 DATA 240, 240, 240, 240, 160, 240, 240, 48, 0, 0, 3, 2, 3, 15
830 DATA 255, 207, 243, 243, 160, 240, 240, 48, 240, 240, 240, 254, 235, 63, 63, 240
840 DATA 0, 0, 0, 0, 0, 0, 0, 255, 65, 63, 63, 42, 63, 63, 243
850 DATA 162, 42, 171, 139, 170, 35, 171, 143, 255, 207, 243, 243, 160, 240, 242, 58
860 DATA 240, 240, 240, 252, 255, 63, 191, 242
870 DATA 162, 42, 168, 138, 162, 42, 168, 138, 0, 0, 0, 0, 0, 0, 8
880 DATA 0, 0, 32, 0, 0, 0, 0, 0, 0, 17, 4, 223, 223, 85, 223
890 DATA 10, 40, 160, 160, 160, 168, 40, 10, 60, 60, 60, 60, 60, 60, 60, 60
900 DATA 60, 60, 190, 255, 255, 255, 168, 138, 224, 224, 224, 224, 226, 226, 226, 234, 234
910 DATA 139, 136, 136, 8, 8, 139, 170, 170, 170, 40, 136, 136, 136, 40, 170, 170
920 DATA 170, 8, 128, 10, 42, 138, 170, 170, 8, 40, 40, 40, 40, 170, 170
930 DATA 171, 139, 139, 11, 139, 139, 171, 171, 0, 0, 0, 0, 0, 170, 255
940 DATA 224, 226, 226, 226, 226, 226, 234, 255, 170, 40, 36, 162, 162, 168, 170, 255
950 DATA 170, 162, 34, 34, 34, 160, 170, 255, 170, 130, 138, 130, 138, 130, 170, 255
960 DATA 168, 0, 0, 0, 168, 170, 170, 255, 171, 43, 11, 43, 171, 171, 171, 255
970 DATA 0, 0, 40, 190, 255, 255, 60, 255, 162, 42, 180, 85, 150, 42, 168, 138
980 DATA 80, 5, 0, 0, 0, 0, 0, 36, 166, 85, 14, 15, 15, 175, 255
990 DATA 255, 60, 0, 0, 0, 0, 0, 40, 85, 0, 0, 0, 0, 32, 168, 168, 168, 32, 0, 0, 0

```



EASY  
ENTER

CHRISTMAS



RACKER

# RACKER



# CHRISTMAS

## EASY ENTER

```

1000 DATA 46,48,252,48,48,0,0,0,0,0,0,168,178
1010 DATA 127,80,0,3,3,16,0,0,255,255,255,255,255,255,255,255
1020 DATA 45,32,32,68,32,32,32,66,65,32,32,32,32,66,32,66
1030 DATA 32,32,32,65,32,32,40,32,32,32,77,84,66,32,77,77
1040 DATA 91,32,77,77,32,32,65,32,32,66,91,32,66,32,32,32
1050 DATA 71,72,78,79,73,74,80,81,75,76,82,83,86,87,32,88
1060 DATA 89,87,32,88,89,87,66,88,66,69,32,69,66,65,32,91
1070 DATA 32,32,32,32,91,65,66,27,32,66,28,29,66,32,32,65
1080 DATA 65,69,66,69,66,32,66,66,65,32,32,32,67,30,65,93
1090 DATA 91,33,35,36,65,66,65,91,92,70,85,66,92,92,66,66
1100 DATA 92,92,85,64,92,92,64,64,46,47,64,64,92,64,85
1110 DATA 85,6,85,6,85,6,12,1015,1,85,6,85,6,85,6,12,1015,1,85,6,85,6
1120 DATA 810,6,85,6,85,6,85,6,18,86,6,86,6,86,6,86,6,86,6
1130 DATA 85,6,85,6,85,6,85,6,87,6,87,6,85,6,85,6,18
1140 DATA 85,6,85,6,85,6,12,1015,1,85,6,85,6,85,6,12,1015,1,85,6,85,6
1150 DATA 810,6,85,6,85,6,18,86,6,86,6,86,6,86,6,86,6,86,6
1160 DATA 85,6,85,6,85,6,85,6,881,6,881,6,66,6,66,6,83,6,810,18,1015,100,-1,-1
1170 DATA "*****INSTRUCTIONS*"
1180 DATA "****TRY TO PUT TOGETHER THIS CHRISTMAS"
1190 DATA "****PICTURE USING THE FOLLOWING KEYS", ""
1200 DATA "*****ASTERISK<<<END GAME", "*****SPACE+++PLACE PIECE ON GRID"
1210 DATA "*****+++++++Z++ROTATE PIECES BACKWARD"
1220 DATA "*****X++ROTATE PIECES FORWARD"
1230 DATA "*****FOUND SIGN+++VIEW PICTURE", "*****EQUAL SIGN+++HIDE PICTURE"
1240 DATA "*****CURSOR KEYS++PLOT X AND Y POSITIONS", ""
1250 DATA "10 POINTS PER SECOND LOST FOR TIME"
1260 DATA "100 POINTS PER SECOND LOST WHEN VIEWING++PICTURE"
    
```



# EASY ENTER

### Control Codes

- (UP) press cursor up key
- (DOWN) press cursor down key
- (LEFT) press cursor left key
- (RIGHT) press cursor right key
- (HOME) press HOME key
- (CLR) press SHIFT HOME
- (INST) press SHIFT-DELETE
- (RVS) reverse on
- (OFF) reverse off
- (F1)etc press function key indicated
- (S130) flash on (16 and Plus 4)
- (S132) flash off (16 and Plus 4)



### Colour Codes

- (BLK) press CTRL and 1
- (WHT) press CTRL and 2
- (RED) press CTRL and 3
- (CYN) press CTRL and 4
- (PUR) press CTRL and 5
- (GRN) press CTRL and 6
- (BLU) press CTRL and 7
- (YEL) press CTRL and 8
- (ORNG) press CBM and 1
- (BRN) press CBM and 2
- (RED) press CBM and 3
- (GRY) press CBM and 4
- (GRY2) press CBM and 5
- (GRN) press CBM and 6
- (BLU) press CBM and 7
- (GRY3) press CBM and 8



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Control codes appear in plain English (always inside brackets). Just look them up in the list below. For example (DOWN) means 'press the cursor down key'. We've included the graphic itself in the table so that you can check you've got it right.

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# Christmas Eve

for the  
64/128

**A**re you sitting comfortably? Then I'll begin. It's Christmas Eve and Santa's reindeer have gone missing — they sneaked out whilst he was reading Commodore User. So the silly old Duffer's got to go out and find them, leaving you to deliver all the presents on his spare (battery operated) sleigh.

But the presents are located in the maze and they're guarded by ice demons. Your job is to steer your way through the maze and collect them, whilst zapping the demons. Not having Duracells, the sleigh tends to sink of its own accord so you need to use its 'snow thrusters' to gain height. You'll get extra lives on completing the 2nd, 4th and 6th screens and you get more points for picking up sacks of pressies further down the screen.

By the way, you'll need a joystick (in part 2) for this one. The controls are:

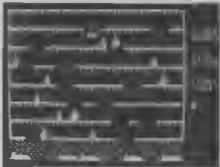
Joystick left — move left ● Joystick right — move right ● Joystick down — fire snow bullets ● Fire button — fire snow thrusters.

```

5 POKES3269,0:PRINT"(CLR)"CHR*(8):POKES32B0,0:POKES32B1,0:GOTO9000
10 GOSUB2500
15 GOSUB2000
20 GOSUB4000:PRINT"(CLR)"CHR*(142):POKES3272,28
25 CB=253:GOSUB5000
30 X=30:Y=50:POKEV,X:POKEV+1,Y:P=PEEK(V+30):P=PEEK(V+31):POKEV+21,CS
100 REM *** MAIN LOOP ***
105 IF(PEEK(56320)AND16)=0THENPOKES+18,129:U=U-.15
110 IF(PEEK(56320)AND16)<>0THENPOKES+18,128
115 IF(PEEK(56320)AND4)=0THENPOKE2040,255:X=X-3
120 IF(PEEK(56320)AND8)=0THENPOKE2040,254:X=X+3
125 POKEV,X:POKEV+1,Y:IF Y=203THEN600
140 IF(PEEK(56320)AND2)=0THENGOSUB305
150 C=PEEK(V+31):IF(CAND1)=1THENS00
155 D=PEEK(V+30):IF(DAND1)=1THENGOSUB410
160 U=U+E:IFU>1THENU=1
162 IFU<-1THENU=-1
165 Y=Y+U
170 GOTO105
300 REM *** SNOW BULLET ***
305 B=Y+14:POKEV+3,B:IFPEEK(2040)=255
  THENA=X-6:POKEV+2,A:POKEV+21,CS+2:GOTO335
310 A=X+16:POKEV+2,A:POKEV+21,CS+2
315 POKEV+2,A:Z=(PEEK(V+31)AND2):IFZ=2THEN350
320 A=A+4:IFA>255THENPOKEV+21,CS:RETURN
325 GOTO315
335 POKEV+2,A:Z=(PEEK(V+31)AND2):IFZ=2THEN350
340 A=A-4:IFA<26THENPOKEV+21,CS:RETURN
345 GOTO335
350 POKEV+21,CS:A=INT((A-24)/B):B=INT((B-50)/B):FORI=0TO2:FORJ=0TO1
356 PF=1024+(A+1)+(B+3)*40
356 IFPEEK(PF)=70THENGOSUB930:POKEPP,32:POKEPP+40,32:I=2:J=2:SC=SC+10:GOSUB950
360 IFPEEK(PF)=71THENGOSUB930:POKEPP,32:POKEPP-40,32:I=2:J=2:SC=SC+10:GOSUB950
362 NEXT:RETURN
400 REM *** COLLECT SACK ***
410 FORI=2TO7:P=PEEK(V+30)
415 IFP=1+(2*I)THENC5=CS-(2*I):GOSUB920:POKEV+21,CS:SC=SC+(2*I)*4:I=7:GOSUB950
420 NEXT:RETURN
500 REM *** CRASH SEQ. ***

```

by Sandy Munro



LEN DEIGHTON'S

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STUCK ON  
YOU!**

6 Yes that's right, you! The big hunk reading this magazine.

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# NEXT



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# MONTH

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# TOMMY'S TIPS

When it comes to answering your technical and programming queries, whether they're on the 64, 128, 16 or Plus/4, Tommy's your man. Go on, write to him: Tommy's Tips, Commodore User, 30-32 Farringdon Lane, London EC1R 3AU.



## Adventure Writer

I am writing an adventure for the C16 and Plus/4 which has a loop for both the location and movement, e.g. 1000 GOSUB SET 1500 15 = You are in a cave. Exits are north": NO = 1600: SET = NO: RETURN.

But, the computer doesn't accept variable names instead of line numbers. Is there an alternative I could use without re-structuring the program?

*B. Nisbet, E. Kilbride.*

If you wish to use a variable in order to calculate a GOSUB then you can use the syntax ON X GOSUB 100, 200, 300, 400 etc, where setting X to 2, for example, would result in GOSUB to line 200. Since the program will 'fall through' to the next line if X is out of range then you can nest the ON GOSUBs as much as you like.

Obviously it rather depends on just how many variable jumps you need in your program, but if you break it up into manageable chunks with 'ports' that send the player from one main area to another then you can keep the lists manageable.

## Argy Bargy

I have a problem getting my C16 computer to work when using the RGB monitor on my television set. Could you help me by telling me what output comes from the pin holes in the

monitor connection in the computer.  
*M.A. Ball, S. Humberstone.*

Since there is no RGB output on any of the Commodore range of computers below the 128, you do indeed have a problem. The pins on the audio/video port are as follows:

- PIN SIGNAL
- 1 Luminance/Sync
  - 2 Ground
  - 3 Audio Out
  - 4 Video Out
  - 5 Audio In
  - 6 Colour Out
  - 7 No connection
  - 8 No connection

Pins 1 and 6 provide the 'Commodore Video' output for the 1701 monitor, while Pin 4 provides the 'composite video' output for non-Commodore monitors.



## Loading screen

I'm writing a game for my Commodore 64. I have thought about displaying a picture while the game is loading but it totally baffles me. Please could you tell me how to do this using the graphic characters on the keyboard. I'm looking forward to your reply.  
*P. Rogers, Staffs.*

Unfortunately, there is no simple way of achieving the aim of having pictures on the screen since it involves much more than just turning the display back on. The reason the display is turned off when the standard Commodore LOAD or SAVE takes place is one of timing.

Because the video chip 'steals' time from the processor to keep the video

display updated, this causes interruptions in the loading or saving to tape, hence the video is turned off to avoid this problem. The software that puts a picture on the screen while loading has had to create its own loading program first, that replaces the Commodore load and it has to be in machine-code. Once you have your own LOAD routine you can use interrupts to generate the picture, play music, whatever you want.

Writing a mcode loader which will allow this is not a trivial problem however, so unless you are well versed in mcode you will have to be content with a blank screen when loading your own programs from tape.

## Transformer

The power pack on my 64 is extremely noisy. It's O.K. for approximately three minutes, but then it starts to purr loudly and then there's so stopping it. It's so noisy that I find it hard to concentrate on the program that I'm writing or the game that I'm playing. Is this normal, and if not what can I do about it? I've had it for nearly a year. Can I exchange it under guarantee. Can I exchange it in the shop (a department store)?

Secondly, why is the majority of software not available on cartridge? Surely cartridges are a better proposition than tapes or disc which have to be loaded. Do cartridges use up as much RAM as tapes?

Thirdly, in certain magazines (e.g. Commodore User), lines of text line up at the right hand side of the page as well as at the left hand side. (This doesn't of course happen on a conventional typewriter, where the lines are of variable length). My question is, what is this facility called and which wordprocessors is it available on? (e.g. Audiogenic, Tasward 40 etc)

Finally, when playing certain games the computer 'freezes' abruptly after about an hour's play. Pressing

Continued on page 141

# SINCLAIR user

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**B**uy Sinclair User and save money! In the December issue we have a dozen ways to save you money (at least). Obviously we'll review more software, earlier than anybody else and give you our rating when you need it — just before the thing hits the streets. That could save you plenty on naff games not bought.

Then there's this project. Listen, We know electronic projects are a bit boring — all those pages and pages of circuits with funny squiggles but if we said you could build a robot for fifteen quid or so that would trundle around, learn mazes, do all that clever stuff and needed the electrical expertise of a dead hamster — then would you be interested?



We review the Complement — the ultimate up-grade including disc, real keyboard and printer for £345. Sounds cheap? Maybe. Check out the front cover.

If all it has are two bits of sellotape and tear marks then somebody has stolen another astonishingly amazing free booklet!

This time we look at money. Money? Money's what matters most. We look at what costs what and provide the definitive Christmas buying guide to everything for the Spectrum that's worth scimping, saving or nagging aged aunts for.

**I**n fact — after buying December's issue you'll probably have saved so much money that you'll owe us cash. But it's OK we're reasonable. Our boys are reasonable. We're sure you'll be reasonable.

Don't wear concrete shoes. Buy Sinclair User.

DECEMBER  
Sinclair User.

On on Parade, November 12th

# TOMMY'S TIPS

**"stop & restore" does nothing. I'm compelled to turn the computer off and reload the game. A friend told me that this is due to the computer's memory getting clogged up with 'garbage'. Please explain this.**  
*M. Smith, Southwark.*

A correctly working transformer (power pack) should not make any noise at all, although you might feel a slight vibration when it is on. It should certainly not make so much noise that it becomes a distraction. Since the computer is guaranteed for a year I suggest you take it back to the shop where you purchased it, provided you have your original receipt, and get the power pack exchanged or repaired. Of course you may not get an instant replacement, so be prepared for a delay.

On your second point, cartridges are indeed easier to use than tapes, but are considerably more expensive to produce. Unless the product is likely to have a good profit margin very few software houses are prepared to invest the sort of sums needed for a production run at all. Cartridges often use less RAM than tape-based programs (for the actual program itself) because they can fit into a ROM area of memory, leaving more room for data storage.

Lining up the right-hand column of print is called 'right-hand justification'. Since most text is normally left-justified, lining up the right hand side is sometimes referred to simply as 'justification', but in fact you can even have 'centre justification' where neither column edge lines up, instead all the lines are centred. Wordart, Vizavrite-64, Taisword-64, Superscript and PaperClip, to name but a few, all have right-hand justification.

Finally, unless the games programs are written in Basic, they should not suffer from 'garbage collection'

delays, where the computer has to reaver memory storage that is no longer being used. It sounds more like a mains spike, or a component in the computer which is slightly marginal in performance, causing a system crash. If it only ever happens with the same games however, then it's the software, not everything that is written is perfect.

**Mirode Technology.** This costs £116.15 and includes all the driver software.

However, there are others such as the Voyager from Modem House at £119.40, including the Mustang software cartridge. Either of these would be suitable for accessing Micronet and CompuNet.

Most modems for the 64 plug into either the User port or the cartridge port and have a single lead which plugs into the new-style phone socket. If you haven't got those already then you will need to get one fitted within range of the computer (at about £25 for a single extension socket).

As for which is better, CompuNet or Micronet, that is a very personal choice. If you do decide on CompuNet, then you must get the Commodore modem, costing £100 (including a one year free subscription), but this will stop you accessing some Bulletin Boards since a lot operate at 300 baud and the Commodore modem is 1200/75 only. However, you can get the Mustang software for this modem which allows you to access Micronet as well.

Decide exactly what you want the modem for; only then can you decide which one is best for you.

## Modem Choice

● **I am an ardent 64 user and I would like to expand its uses. I wish to do this by buying a modem, and I would be thankful if you would give me some urgently needed information on them:**

1. Which is the best buy of modems for value for money and what it can do, i.e. the different baud rates it has?
2. What sort of attachments, plugs, wires or wall fittings do you need to use one?
3. Which is the best user group e.g. Micronet or CompuNet, to join and how do I do so.

**I would be extremely grateful if you could answer my queries.**  
*M. Ralph, Suffolk.*

This is rather a difficult question to answer, since you don't say exactly what you want to use the modem for. However, let us assume that you want to access not only something like Micronet and CompuNet, but possibly Bulletin Boards as well. If this is the case then you will need a modem that allows both 300 baud and 1200/75.

An apparently good value modem for the 64 is the 64 Multimodem from

**speaker? Any help would be greatly appreciated.**  
*M.D. Phillips, Essex.*

The first problem may be due to what you use the command. It should always work if you use it as soon as the computer and drive have been switched on, ie the very first disk access. However, if you have done some disk accesses already then the command doesn't quite work as it should, in that it tries to load the next file on the disk, rather than the first.

If the head is not correctly placed then it is quite possible for the error 'FILE NOT FOUND' to be reported. Doing an 'Initiofile' will reset the head to the start of the disk and the command should then work correctly.

As for the buzzing, this is probably what is called 'Croma Noise' breaking through. The audio signal and colour/picture signal to the TV are separated by frequency, but both signals pass down the same cable. Sometimes a particular colour signal can generate spurious frequencies in the cable or the circuits which interferes with or is superimposed on the audio channel.

Since you cannot tune the two signals separately there is not much you can do on the TV side. However, the modulator in the computer can be tuned and this may help the problem slightly. I suggest you get a TV engineer or someone who knows what they are doing to adjust it for you.

## Adventure Save

● **I am a Plus/4 owner, and I am writing an adventure game. I want to give it a professional touch and add a SAVE option. Yet when I try to add this in my program all I get is the whole game saved so the player has to begin again.**

**Please could you write a small program so that if a player wishes to quit he can save the game and then load it again and continue where he left off. Also a smaller program so the computer will then LOAD that saved game again.**

*Continued on page 143*

## Colour Buzz

● **When I type the following command: LOAD,8,1, my disk drive often says FILE NOT FOUND error instead of loading the first program on the disk. Why is this? My disk drive is perfectly aligned according to Robiak's "Magic Disk Kit". Also when the text on the screen is a light colour, say, white or yellow, why do I get a buzzing noise from the TV**





# TOMMY'S TIPS

If you would do this, I would be eternally grateful.  
S. Potter, Cornwall.

When you do a 'Save' from a game program, what you are doing is saving the variables that relate to the conditions at that particular time; you are not saving the program code. What you must do therefore is to create a file and then pass all the variables, arrays and any other necessary information to that file. When you re-load the data this will reset all the variables etc to the values they contained when the game was saved, enabling the player to continue from exactly the same position.

The program below is an example program which doesn't do anything useful, but just shows how to save arrays and variables onto a tape file and then load it back again (having rewound the tape of course!). To change it to disk change the second 1 in the OPEN statements to 2, although to be correct you should also include checks on the disk error channel as well.

Run the program and enter 'Y' of the first prompt. Now enter DISPLAY and the data will be printed on screen. Now SAVE (program will then end). Now run the program again, this time entering 'N' at the first prompt. DISPLAY will show that there is no data present. Now LOAD, then DISPLAY; the data is now back, this time from the tape.

```

2 DIM A(3), D$(5),
  OBJ$(10)
10 INPUT "PUT DATA IN THE
  VARIABLES (Y/N)": ANS
20 IF ANS < > "Y" THEN
  100
30 REM READ SOME DATA
  INTO VARIABLES
40 FOR LP=1 TO 5
50 READ A(LP), D$(LP)
60 NEXT LP
70 FOR LP=1 TO 10
80 READ OBJ$(LP)
90 NEXT LP
100 INPUT "SAVE, LOAD OR
  DISPLAY": ANS
110 IF ANS = "SAVE" THEN
  GOTO 200
120 IF ANS = "LOAD" THEN
  GOSUB 300
130 IF ANS = "DISPLAY"
  THEN GOSUB 400
  
```

```

140 GOTO 100
200 OPEN 1,1,1,
  "GAME-SAVE"
210 FOR LP=1 TO 3
220 PRINT 1, A (LP)
223 PRINT 1, D$(LP)
230 NEXT LP
240 FOR LP=1 TO 10
250 PRINT 1, OBJ$(LP)
260 NEXT LP
270 CLOSE 1: PRINT "GAME
  SAVED": END
300 INPUT "ENSURE TAPE
  REWOUND AND PRESS
  RETURN": ANS
310 OPEN 1,1,0,
  "GAME-SAVE"
320 FOR LP=1 TO 5
330 INPUT 1, A(LP)
333 INPUT 1, D$(LP)
340 NEXT LP
350 FOR LP=1 TO 10
360 INPUT 1, OBJ$(LP)
370 NEXT LP
380 CLOSE 1: RETURN
400 FOR LP=1 TO 5
410 PRINT A(LP), D$(LP)
420 NEXT LP
430 FOR LP=1 TO 10
440 PRINT OBJ$(LP)
450 NEXT LP
460 INPUT "PRESS RETURN
  TO CONTINUE": ANS
470 RETURN
500 DATA "CAVE", 6,
  "FOREST", 20, "POOL",
  25, "HOUSE", 30,
  "FIELD"
510 DATA "COIN", "LAMP",
  "SPEAR", "ROPE",
  "BOX", "BOTTLE",
  "SWORD", "RING"
520 DATA "KEY", "DAGGER"
  
```

## Sprite Store

● Could you please tell me a location on the 64 to store at least six sprites with or without redefined characters? The only two I know of are 832 and 12288. I would be very grateful if you could answer this. And could you also explain multi-coloured sprites as I can never get them right?  
S. Garrett, Maidstone.

if you want to get space for several sprites, some redefined characters and still leave lots of room for Basic program and data then you can use the area of 4096 bytes starting at 49152. This might be a rather overused area for applications programs, but for writing your own it is very useful since Basic cannot otherwise access.

Note that if you can change the sprite area to 49152, then you must change the screen to the same area as well. This is because the video chip can only see the memory in 16 kbytes at a time, everything that is accessed by the video chip therefore has to be in the same 16k block of memory.

The short program below will move the screen and the first 64 characters of the character set. This will leave enough room for 40 sprites using address blocks 8-31 below the new screen position and blocks 48-63 above it (to calculate the start address for each block, multiply by 64 and add 49152).

If you want to increase the size of the transferred character set to 128 chars, this would still leave room for 32 sprites. You will need to know the address of the sprite points — these will be 8 bytes from 55216 to 55223.

To get multi-colour sprites you must apply the following formula: **POKE 53276, PEEK (53276) OR (2 | SN)** where SN is the sprite number (0-7), you want to make multi-colour. To revert back to normal colour mode **POKE 53276, PEEK (53276) AND (255-2|SN)**.

Note that in order to make sense in multi-colour mode, the sprites must have been deliberately created for that mode. This means that the resolution is halved because it requires two bits to define which of the four colours a 'pair' of pixels is set to. The relationship between the bit-pairs and colour is as follows:  
00 — Transparent (screen background colour)  
01 — Sprite multi-colour register 0 (53285)  
10 — Normal sprite colour register 11 (53286)

Provided you address the sprite pointers correctly, your Basic program will now run quite happily in the Basic area while storing all your sprites and character set well out of harms way and giving you all the sprite space you need.

In the program below, line 10 clears the screen area whilst line 20 switches in the character ROM. Line 30 transfers the character set and 40 switches in I/O 50 and 60 change the 16k bank, 70 changes the position of screen memory, 80 the position of character memory and finally, 90 Pokes to the top of screen.

```

5 CH=49152: REM BASE ADDRESS
  
```

```

10 FOR A = 2048 TO 3071:
  POKE CH+A, 32: NEXT
20 POKE 56334, PEEK
  (56334) AND 254: POKE
  1, PEEK (1) AND 251
30 FOR A = 0 TO 511: POKE
  CH+A, PEEK (53248+A):
  NEXT A
40 POKE 1, PEEK (1) OR 4:
  POKE 56334, PEEK
  (56334) OR
  50 POKE 56378, PEEK
  (56378) OR 3
60 POKE 56578, PEEK
  (56578) AND 232) OR 0
70 POKE 53272, PEEK
  (53272) AND [5] OR 32
80 POKE 53272, PEEK
  (53272) AND 240) OR 0
90 POKE 648,200
  
```

## Double Chip

● I've just bought a C128 and would like to know how I can make use of the extra Z80 processor without having to load the CP/M disk, which baffles me completely. Surely it must be possible to access the Z80 processor by using Basic in 128 mode? A reply would be gratefully appreciated.  
7777.

I'm afraid there's no real way you can access the Z80 chip from either 64 mode or 128 mode, whether you're using Basic or any other language for that matter. The reason is that the central processor needs an operating system in order to do anything at all. That operating system is the CP/M you have on your disk, without it, the chip is really like a car without petrol — it just won't run.

Commodore users sometimes get confused about this point since Commodore's own operating system is actually built into the machine and doesn't need to be loaded, so you never really see it even though it's beavering away all the time! If you want to program the Z80, the best way is to load CP/M and get hold of an implementation of Basic on disk. Remember that Osborne and Kaypro formats will work on the C128.



# Hot Shots



- C. This man is a) A failed musician  
 b) Very rich  
 c) The owner of a Ferrari Testarossa  
 d) All of these  
 e) None of these

- ▶ 1. Which unsoiled software company boss is also the SDP's Youth Coordinator?  
 ▶ 2. Who has the honour of making the most ever appearances in Hotshots!  
 Was it: a) Mark Cale — System 3  
 b) Rod Cousins — Electric Dreams  
 c) Bruce Everiss — ?  
 ▶ 3. Who the hell is Bruce Everiss? (Anyone who can answer this question correctly wins the competition automatically.)  
 ▶ 4. What does the acronym PPLO stand for?  
 Is it: a) Palestinian People's Liberation Organization  
 b) Please, Please Leave it Out  
 c) Pet Person Liquidation Organization  
 ▶ 5. What are the nicknames of these software house bosses?  
 a) Steve Wilcox — Elite  
 b) David Ward — Ocean  
 c) Geoff Brown — US Gold  
 ▶ 6. What was special about the characters in Strike Force Cobra?  
 a) They were particularly ugly  
 b) They have all appeared on Wogan  
 c) They all work for magazines  
 d) (a) and (c)  
 ▶ 7. Which magazine publishing house gave their own game a special award in their pages?  
 ▶ 8. Code Masters, a new budget software house has a family connection. What is it?



- E. This bunch of utter, utter, bos\*\*\*ds were the subject of possibly the worst ever licensed game to appear. Which useless bos\*\*\*d company was to blame?

# Trivia

**H**ow much attention do you pay to what's happening in the pages of this magazine and the software world in general? Old Hotshots has to keep his ears peeled and his eyes skinned all the time, but just how good are you? Settle back and run through the questions below to find out.

- ▶ 9. Which of these cartoon characters has not been turned into a computer game?  
 a) Popeye  
 b) Roadrunner  
 c) Judge Dread  
 d) Swamp Thing
- ▶ 10. Ocean have two games licences based on Sylvester Stallone's films. Name them.
- ▶ 11. Which game did we give nought to and yet it still went on to be a hit?
- ▶ 12. Somewhere in our November issue there was a very rude word, where was it?
- ▶ 13. What was the last face in *Split Personalities*?
- D. This man won the Miss Riband and was hence very well paid to host his company. However, the game has yet to appear on the 64. What is it?







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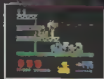
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# Play to Win

# ANTIRIX

## The story so far . . .

It is the 21st Century. The world's nations have aligned themselves to one or other of the two superpowers, the North Sector and the South Sector.

For many years the opposing sides have distrusted each other, knowing that secret weapons are being developed, yet have long held disarmament talks. Finally, talks break down. War is declared.

Both factions have developed powerful, futuristic suits of armour - flying anti-radiation suits with laser guns and powerful implosion mines. But it is too late . . . the battle is pressed . . . the world as they know it comes to a sudden end.

Centuries pass and slowly the world is reborn. A new race of humans emerge, leading a simple and peaceful life. A religion emerges based on ancient scrolls, blueprints of the legendary suits of armour.

Suddenly, Earth is attacked by marauders from space. Able-bodied men are enslaved and sent to mine the planet's valuable minerals. The alien tyrants rule from their stronghold inside a dormant volcano.

The elders of the tribes vow to overthrow the oppressors. Secretly, a young one is allowed to combat. From amongst them one is chosen to save their race. His name is Tal. His mission is to brave the evil forest, find the sacred armour and use it to enter and destroy the alien stronghold.

## The game . . .

The game takes place around the volcano where the Aliens make their base. At its base is the forest with its tall, grotesque trees and giant sloths hanging from the trees. Higher up the side of the mountain stands the ruined city. Above this is the molten area of the volcano and from the highest reaches it is possible to enter the vital generator room that is the key to victory for the Aliens.

Tal can move around skillily in the volcanic areas but the closer he gets to the gene cube rooms the higher the level of deadly radiation.

To go further than the ruined city, Tal needs to find the ancient suit and the four alien mutants which it needs to operate it. The attachments can only be picked up once the armour has been activated which happens the first time the armour is worn. Even then the suit is useless until the gravity display has been activated.

## WEAPONS

**Patrol leader drones:** The main patrol drone. Of the four drones this is the toughest - the most difficult to knock out and the greatest energy drain.

**Patrol A and Patrol B drones:** Drones that are easier to knock out and drain less energy than their leader when touched.

**Indestructible Search and Destroy drones:** These guard certain areas and release energy draining bombs.

**Alarm droids:** Certain areas are relatively danger free but are patrolled by an alarm droid. If you stay in these areas for more than a few seconds the droid calls up patrol drones.

**Arid drops:** These are very lethal and cannot be destroyed.

**Sloths:** Again, very lethal and cannot be killed. They are found in the forest.

**Substans:** Totally mindless sub-human.

**Indestructible collaborator gunners:** Huge, hulking, semi-intelligent, semi-human beings, a legacy of the holocaust, firing plasma bolts from their turbine-generated recoil guns.

**dragons:** Found above the city in the volcanic areas, these emit plumes of gaseous flames which cannot be stopped - avoid.

**Hydraulic spikes:** Only in the volcanic areas, these cannot be stopped and drain energy when touched - avoid again.

Usefully, not all the above things can be killed or destroyed so being alerted that they are being used by a drone, or seen by a drone, can be used to your advantage. If you are alerted by a patrol leader drone in the suit, in several places there are "safety traps" (though often the suit cannot just, at these points, but will need to leave the armour if it wishes) to proceed.

## ATTACHMENTS

**GRAVITY DISPLAY:** This will allow the suit to fly.

**PULSAR BLAKE:** The suit's laser fire power that can be used to blast the alien drones.

**PARALLEL NEGATIVE:** The armours forcefield which will be required as Tal enters the generator rooms in order to protect the suit from the deadly radiation.

**IMPLUSION MINE:** The ultimate weapon which destroys the generator room.

Scattered around the forest, city and volcanic areas are energy cells which will recharge the suit gradually, its fueling supply.

Once the suit has been activated the first time the control panel in the lower part of the screen will become active.

Throughout the game there are many dangers that must be avoided. If Tal should touch any of these they will drain his stamina. Once he is wearing the suit they will drain the suit's energy, although Tal will remain protected inside the armour.



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T	1	8	15	22	29
F	2	9	16	23	30
S	3	10	17	24	31
S	4	11	18	25	

### February

M	2	9	16	23
T	3	10	17	24
W	4	11	18	25
T	5	12	19	26
F	6	13	20	27
S	7	14	21	28
S	1	8	15	22

### March

M	2	9	16	23	30
T	3	10	17	24	31
W	4	11	18	25	
T	5	12	19	26	
F	6	13	20	27	
S	7	14	21	28	
S	1	8	15	22	29

### April

M	6	13	20	27	
T	7	14	21	28	
W	1	8	15	22	29
T	2	9	16	23	30
F	3	10	17	24	
S	4	11	18	25	26
S	5	12	19	26	

### May

M	4	11	18	25	
T	5	12	19	26	
W	6	13	20	27	
T	7	14	21	28	
F	1	8	15	22	29
S	2	9	16	23	30
S	3	10	17	24	31

### June

M	1	8	15	22	29
T	2	9	16	23	30
W	3	10	17	24	
T	4	11	18	25	
F	5	12	19	26	
S	6	13	20	27	
S	7	14	21	28	

### July

M	6	13	20	27	
T	7	14	21	28	
W	1	8	15	22	29
T	2	9	16	23	30
F	3	10	17	24	31
S	4	11	18	25	
S	5	12	19	26	

### August

M	3	10	17	24	31
T	4	11	18	25	
W	5	12	19	26	
T	6	13	20	27	
F	7	14	21	28	
S	1	8	15	22	29
S	2	9	16	23	30

### September

M	7	14	21	28	
T	1	8	15	22	29
W	2	9	16	23	30
T	3	10	17	24	
F	4	11	18	25	
S	5	12	19	26	
S	6	13	20	27	

### October

M	5	12	19	26	
T	6	13	20	27	
W	7	14	21	28	
T	1	8	15	22	29
F	2	9	16	23	30
S	3	10	17	24	31
S	4	11	18	25	

### November

M	2	9	16	23	30
T	3	10	17	24	
W	4	11	18	25	
T	5	12	19	26	
F	6	13	20	27	
S	7	14	21	28	
S	1	8	15	22	29

### December

M	7	14	21	28	
T	1	8	15	22	29
W	2	9	16	23	30
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**Alarm droids:** Certain areas are relatively danger free but are patrolled by an alarm droid. If you stay in these areas for more than a few seconds the droid calls up patrol drones.

**Acid drops:** These are very lethal and cannot be destroyed.

**Sloths:** Again, very lethal and cannot be killed. They are found in the forest.

**Subtain:** Totally mindless sub-human.

**Indestructible collaborator gunners:** Huge, hulking, semi-intelligent, semi-human beings, a legacy of the holocaust, firing plasma bolts from their turbine-generated recoil guns.

**dragons:** Found above the city in the volcanic areas, these emit plumes of gaseous flames which cannot be stopped — avoid.

**Hydraulic spikes:** Only in the volcanic areas, these cannot be stopped and drain energy when touched — avoid again.

Unless indicated, all the above things can be killed or destroyed including the mutated flies and Jugoids. Without the armour Tal can throw rocks at them — some of the more dangerous must be hit several times to die — or be blasted by a pulsar beam once in the suit.

In several places there are magno-fields through which the suit cannot pass. At these points Tal will need to leave the armour if he wishes to proceed.

## ATTACHMENTS

**GRAVITY DISPLACER:** This will allow the suit to fly.

**PULSAR BEAM:** The suit's laser fire power that can be used to blast the alien droids.

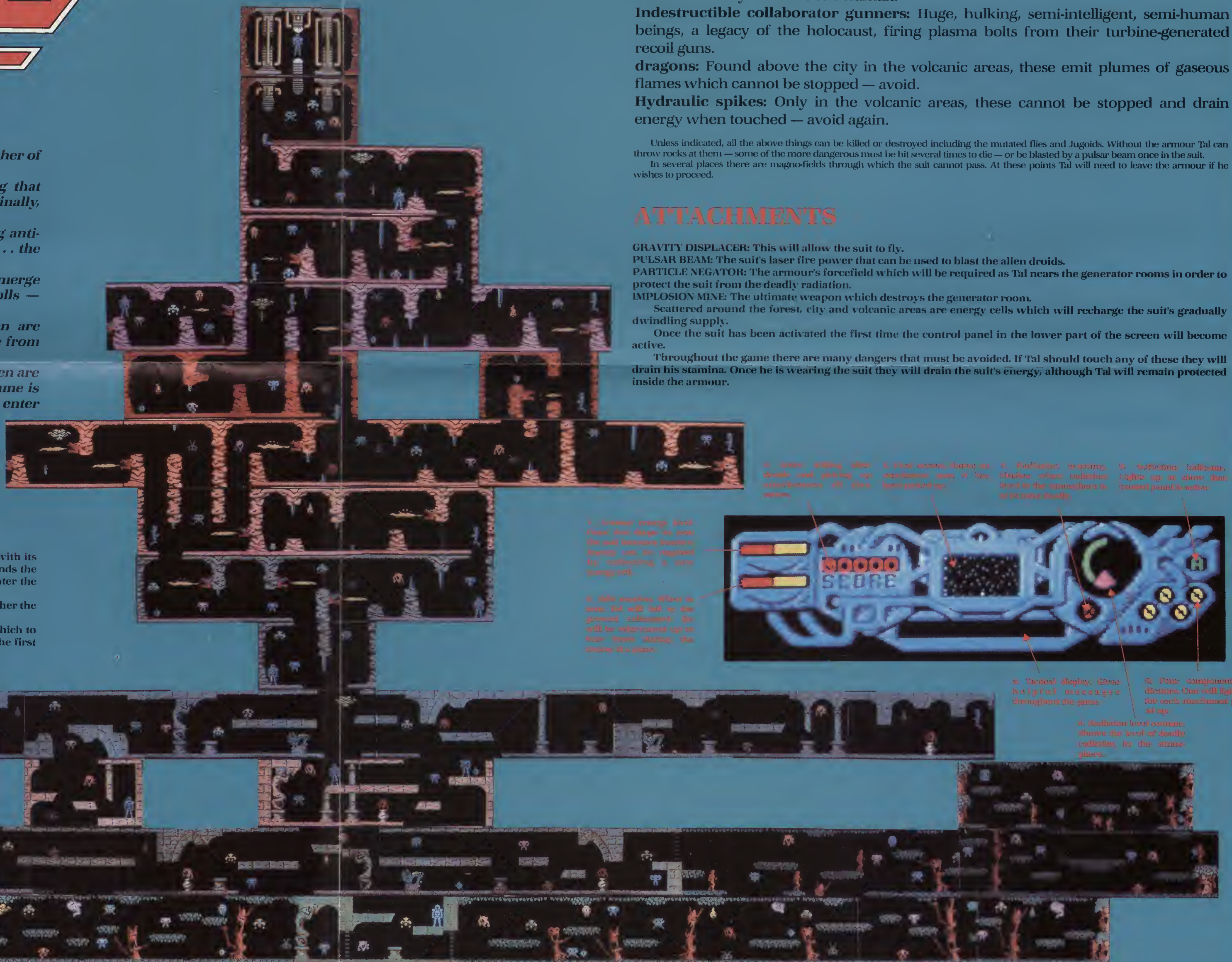
**PARTICLE NEGATOR:** The armour's forcefield which will be required as Tal nears the generator rooms in order to protect the suit from the deadly radiation.

**IMPLOSION MINE:** The ultimate weapon which destroys the generator room.

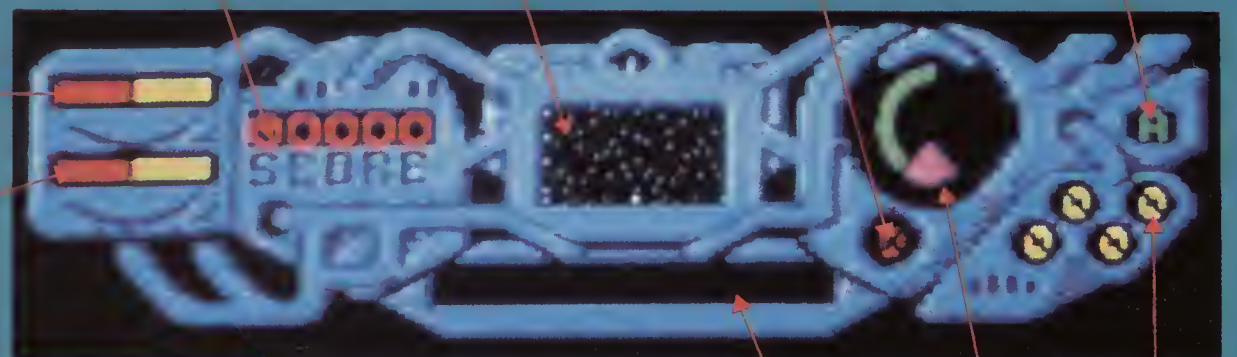
Scattered around the forest, city and volcanic areas are energy cells which will recharge the suit's gradually dwindling supply.

Once the suit has been activated the first time the control panel in the lower part of the screen will become active.

Throughout the game there are many dangers that must be avoided. If Tal should touch any of these they will drain his stamina. Once he is wearing the suit they will drain the suit's energy, although Tal will remain protected inside the armour.



1. Energy draining alien droids will gather up attachments. (2) Sloths will drain energy when touched. (3) Dragons will drain energy when touched. (4) Radiation weapons. (5) Radiation helmets. (6) Radiation helmets. (7) Radiation helmets.



1. Control energy level. (2) Pulsar beam. (3) Particle negator. (4) Implosion mine. (5) Gravity displacer. (6) Radiation level. (7) Radiation level. (8) Radiation level. (9) Radiation level. (10) Radiation level.

1. Radiation level indicator. (2) Radiation level indicator. (3) Radiation level indicator. (4) Radiation level indicator. (5) Radiation level indicator. (6) Radiation level indicator. (7) Radiation level indicator. (8) Radiation level indicator. (9) Radiation level indicator. (10) Radiation level indicator.